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TO COLLECTIBLE CARD GAMES • 8

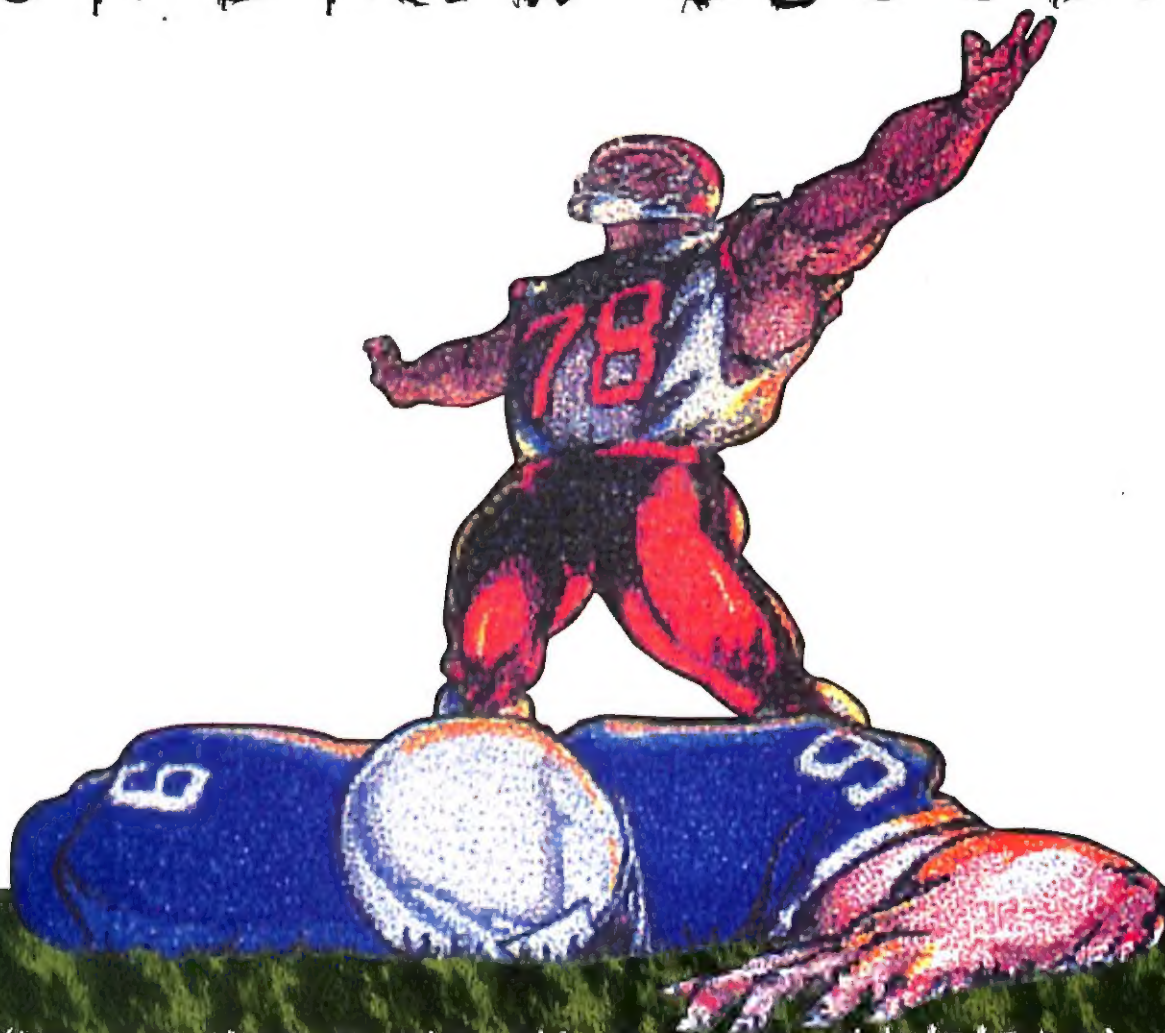


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**F**angthane Bloodjaw looked out over the factory grounds at the sad little pack of Garou who thought they were penetrating the security undetected. He smiled a split-gummed grin. Kills-the-Weak placed a hand on Fangthane's shoulder, careful to avoid the cancerous boils there, and burst out laughing as the factory's defense fomori burst from their shallow graves beneath the edge of the reactor and began to burn the Garou with their radioactive, acid touch. Oh, yes. This would be a glorious night for the Wyrms indeed.

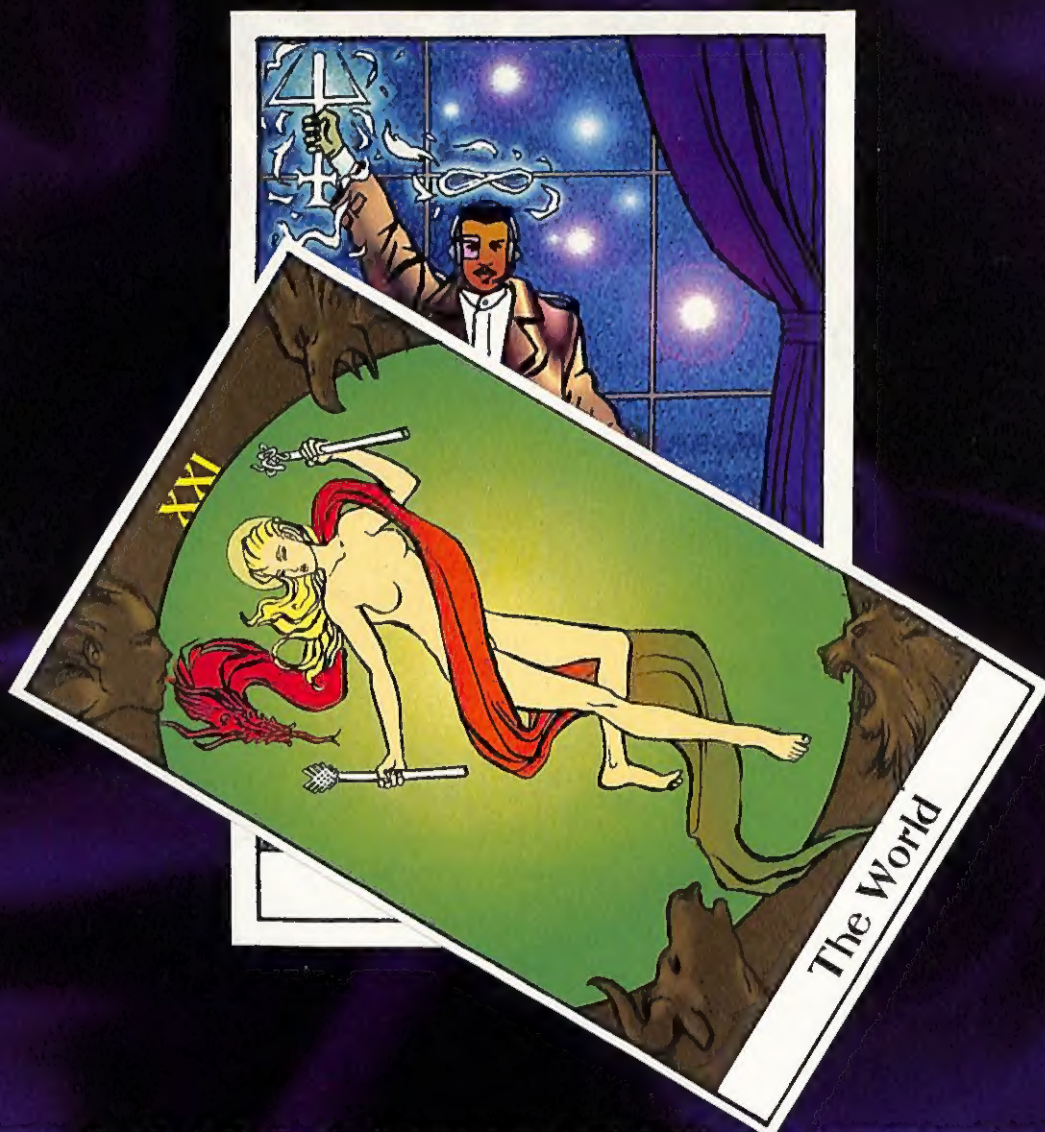
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# Change the World



October- **Mage Tarot Deck.** The Tarot has been woven into the fabric of **Mage: The Ascension** since the game blazed into existence in 1993. Fans have been able to glimpse samples of these cards in sourcebooks, but only now is the definitive **Mage Tarot Deck** available. Based on World of Darkness iconography, the **Mage Tarot Deck** features the art of Joshua Gabriel Timbrook, John Cobb, Larry MacDougall, and Alex Sheikman.

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**MAGE**  
The Ascension

**Mage: The Ascension.**  
Join the battle for reality.





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YUP, YUP.  
IT'S ME, THE FAMOUS  
FLOATING HEAD, AND I  
AM YOUR WORST  
NIGHTMARE.  
BWAH-HA-HA!  
SEE PAGE 52 FOR  
DETAILS.

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IT'S TRUE! IT'S TRUE!  
DON'T TRY THE  
BROWN ACID!! BUT DO  
TURN TO PAGE 74.



**ON THE COVER:** Keith Parkinson, master of the mystic oils, conjures up this month's barbecuing necromancer. Watch for this cover to appear as a future card in an upcoming *Guardians* expansion set.



# EDITOR'S LETTER

## Hindsight is 20/20

It was September, and I'd just returned to school up in Rochester. At our first opportunity, a friend and I stopped by the local gaming shop. Upon entering, we were asked if we wanted to try this great game they had just gotten. Not looking to spend any money on a new game, we passed.

The year was 1993, and the game was *Magic: The Gathering's* Alpha edition.

Fortunately, it only took a few months for the *Magic* phenomenon to sweep through Rochester. Before long, my friend and I both had a few Beta starter decks.

During the drought between Beta and *Arabian Nights*, when you couldn't get *Magic* anywhere, I heard about this unbelievable card. I'd never seen one, but I knew that I absolutely had to have a Gauntlet of Might. I eagerly headed to the gaming store, but when I saw the price tag, my heart sank.

\$10 for a *Magic* card? There was no way I could spend that much on a single card. Dejected, I searched through the store's binder for other interesting cards.

I was just starting to realize the usefulness of Moxes. (We thought they were the most worthless cards—next to multilands, of course.) Anyway, having discovered that Moxes were actually useful in smaller decks (90 to 100 cards), I thought I'd pick up a few. But to my dismay, they each carried a hefty price tag of \$4.

After much deliberation, I finally settled on a Beta Forcefield for \$5. It wasn't a Gauntlet of Might, but it still seemed pretty cool.

By the time *Arabian Nights* came out, we were all hooked, and I made it a priority to collect a complete set. I never paid more than \$1.45 for a pack of *Arabian*, and I still have that set intact.

Of course, the most thrilling experience I can recall is taking my newly *Magic*-inducted girlfriend to the game store to pick up some Unlimited boosters. By then, I knew all the card rarities—so imagine my surprise when she opened a pack and saw a Timetwister! The top card was supposed to be uncommon, but in three of her packs, the uncommon slots had rares instead.

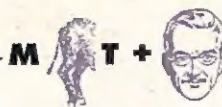
Although I'd vowed not to buy any more packs of Unlimited, I went in and bought eight more boosters. Five of them hit the jackpot, including one pack that had both a Mox Pearl and a Black Lotus. Not too bad for \$2.50.

It's now been over two years since I made the foray into the world of *Magic*, and now I'm at the point where \$150 for a Black Lotus looks like a pretty good deal.

Do I ever feel like kicking myself for not buying those Alpha cards or Moxes when I had the chance, or for not picking up the entire box of extra-rare boosters? Sure, sometimes. But I prefer to think how lucky I am for getting in on the game as early as I did.

Jeff Hannes

Assistant Price Guide Editor



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—Steve Fritz  
VENTURA Magazine

"Paranoia Made Fun & Easy...*On the Edge* successfully builds on the disquieting little fears that exist in each of us & makes them thoroughly enjoyable..."

—Mike O'Connell  
TUFF STUFF COLLECT! Magazine

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—GAMES Magazine

*On the Edge* is the trading card game of surreal conspiracies. With the core set and now three expansions available (*The Cut-Ups Project*, *Shadows* and *Arcana*), the game includes more than 650 different cards! Ask for these fine products from your favorite game, hobby or comic store today!

# On the Edge





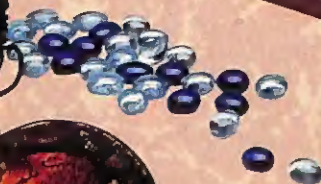


# CAPTURE THE POWER!



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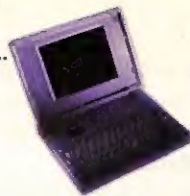
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# INQUISITION

FAN MAIL ANSWERED BY THE INQUEST EDITORS

## The Gang's All Here!

The response to *InQuest* has been getting better and better with every issue, and we'd like to thank those of you who gave us a chance and have been picking us up on a regular basis. You're the reason we've become as successful as we have.

The amount of mail for *Inquisition* has more than doubled, so instead of one editor handling these hallowed pages, it'll be the entire *InQuest* editorial team fielding your questions, concerns, and comments. So, that said, we're off...

### Rharghh! Curt Smash!

As a quickly aging game player, *Magic* breathed new life into my life as a gamer. I found I just didn't have 10 hours a night to spend on my roleplaying anymore—and it really sucked. Now, I play *Magic* daily with my co-workers at lunch.

Recently, though, I've been hearing something very disturbing from not one but several *Magic* players. People seem to be pissed about the release of Fourth Edition and *Chronicles* simply because it has affected the "value" of their collection. Some have even sworn off *Magic* as a reaction. But let's not lose sight of what makes *Magic* collectible in the first place: it's a great @%\$&ing game.

When *Magic* becomes more a collector's item than a game, that's when I call it quits. People who missed any of the expansions shouldn't be left out to preserve some arbitrary dollar amount. So pull the cards out of your damn binders and enjoy 'em.

Curt Covert  
Danbury, CT

Riff on, Curt, my man!



### Foot Fetish

I have been playing *Magic* for about a year now and have accumulated a large amount of cards. One day, my gaming group and I came across a startling fact... one of our favorite artists, Douglas Shuler, only has one card with feet in it. We went through as many cards as we could find, and to our great dismay, we only found one card—Unstable Mutation—with feet in it. Many cards such as Homarid Spawning Bed and Shambling Strider have their feet conveniently hidden. Could you please shed

some light on this for us? It has our youngest member, Rob, very concerned.  
Andy Farmer  
Lebanon, OH

Yeah, well, the amount of free time you and your gaming group have on your hands has us concerned.

### Price Hike

As if the price wasn't high enough already, Wizards of the Coast raised the price of *Magic* cards. This is not a good way to promote *Magic* sales, especially after Fourth Edition and *Ice Age* shortages. There are certainly cheaper card games, especially when you consider the cost of a box of playing cards. So why the hike in prices? The quality isn't better, and don't tell me that WotC isn't making enough money on *Magic*. Come on WotC, give us a break.

Michael Chansky  
Burnsville, MN

The combination of card shortages and higher prices seem to be keeping a lot of fans from enjoying a great game to the fullest. Write Wizards of the Coast and let 'em know your feelings, good and bad—just like us, they need to hear about what they're doing right as well as what's going wrong.



## Queso

Is cheese limited to cow, goat, llama, and direct damage?

A kid I know created the "perfect" ante deck for settings where the banned cards are allowed: four Darkpacts and 56 swamps. He will more than likely ante a swamp. When he gets a Darkpact, he can switch the top card of his library (probably another swamp) for his opponent's ante. Even though he won't win, he will usually lose two swamps and get a more valuable card from his opponent.

Isn't this as cheesy as a burn deck?

Joe Ibershoff

Charleston, WV

Man, that's worse than llama cheese... that's the bottom of the barrel where the curds hang out.

Cheese is a very misunderstood concept. It's not cheesy to kill someone with direct damage if that's your only option; it is if you blast the guy with a 15-pointer when he's having mana problems. It's really cheesy to play tournament-level killer decks in a friendly chaos game, but not when you've paid 20 bucks to enter the local tourney and you're playing by the same rules as everyone else. Suckering someone with an ante deck? You make the call.

The golden rule of non-cheese: everyone should have fun playing the game, no matter who wins.

## Twiddling in Public

In a recent tournament, my opponent Twiddled his Bone Flute in the middle of a duel! I was very embarrassed and unsure of what to do. Please help me!

BlakAdder7

Cyberspace

We don't blame you for getting upset. If someone Twiddled their Bone Flute in front of us, we'd be embarrassed, too.

## Enough with the Mana

Why not list the Unlimited Star Trek cards and prices instead of the black-bordered Limited Edition? Everybody I know has the white-bordered edition.

I love Magic! Everybody loves Magic! But your mag gets a little carried away with it. Sure it's the biggest and most popular game in America, but there are a lot of great games that aren't getting any recognition, like Wyvern, Doomtrooper, and Star Trek.

David Withers

Bedford, VA

Slowly but surely, we're getting more and more games into our mag. You're right, David, there are a lot of awesome games out there—and we'd love to cover them all—but we can only do so much. Check out our Players Guide Spotlight every month, our expanding CCG checklists and price guides, our game reviews,

monthly features, and our upcoming strategy column for life beyond Magic.

## Meatfire

I really enjoy your magazine and have some questions for you:

1) Are my Spellfire cards worth anything? I've never seen a price guide.

2) Why do hot dogs come in packages of 10, and hot dog buns come in packs of eight?

Dave Glide

Three Rivers, MI

1) Huh? Keep reading for 80 or so more pages and clue yourself in.

2) Because them no-good wiener companies think they're gods, and until we take the Constitution in hand and beat them like the dogs they are, they'll continue to force us to eat bunless dogs or buy dogless buns.

## Discarded

How do you randomly discard?

S. Douglas

Tucson, AZ

First, smack your opponent between the eyes with a two-by-four. Then, while he's dazed, jam as many drunk midgets down the front of his pants as you can, slap the cards out of his hands, and make off with his Lotus. Then discard.

YA'LL MESS WITH THE  
BULL, YA GIT THE  
HORNS, PARDNUH!



## Killer Combo

How many times have you wanted to destroy all of your opponent's land without destroying your own? There's always a land destruction deck, but who wants to build an entire cheesy deck centered totally around destroying lands one at a time when two cards will take them all out?

First, you cast an Earthlink out of Ice Age. Now everyone has to sacrifice a land when they lose a creature. Next, toss out a Legends Living Plane, which makes all lands 1/1 creatures as well as lands. Now all you need is a Lightning Bolt or Essence Flare to get things

started. Once you destroy one of their lands, the rest come tumbling after.

No Stone Rains, no Ice Storms, no Sinkholes. Land destruction nice and neat, the way it was meant to be.

Chad Kultgen

Lewisville, TX

Yikes. They grow 'em mean down there in Texas. Rough combo, man.

## You Got Questions, We Got Answers

1) How come you have so many i's in your name [Inquisition, we're guessing] and not one e? You know, e is the most-used letter in the alphabet.

2) What do those signs mean on the top-right-hand corner?

3) On the Fallen Empires card Icatian Town, it says put four citizen tokens into play. What does that mean?

4) What do Vodalian Soldiers do?

5) What's a spore counter?

Paul Weston

Oxon Hill, MD

1) Yeah? How come you only got one e in your name, Mr. Weston... if that is your real name. We're on to you, buddy.

2) You mean the ones that only you can see? They mean it's time for you to put the glue down and get a breath of fresh air.

3) It means you gotta get out a pair of safety scissors, some paste, and some colored glitter, grab your opponent's best discontinued rare card, and make cute li'l token guys out of it. (It's in the rules.)

4) Take up space in decks.

5) A guy who counts spores.

## Type II Clarified

I have heard that the only type of tournament that will allow the use of Revised cards is the Type I tournament. This is disturbing because the Type II tournament only allows cards from the Fourth Edition and other expansion sets.

David W. Richardson

Cincinnati, OH

Type IIs include Fourth Edition and the last two expansion sets to be precise. It doesn't matter what version of the cards you have—if the card exists in Fourth Edition, you can use it. So most of the Revised cards are still playable in Type II tournaments.

My question is: with Homelands coming out, doesn't that make Ice Age obsolete in Type IIs a little too quickly?

## Huh?

One question for ya: do you believe in magic?

Elizabeth Smith

Cyberspace

We use to. Now we believe in special effects.



## Magic Trivia

- 1) What year did *Magic: The Gathering* start?
  - 2) What was the first expansion set?
  - 3) What was the first collectible card game?
  - 4) Can you subscribe to *InQuest* for a year? If so, how much?
- Christian Lawrence**  
Las Vegas, NV

- 1) August 1993.
- 2) Arabian Nights.
- 3) You guessed it... *Magic: The Gathering*.
- 4) Sure. For a year's subscription (12 issues), send a check or money order for \$29.95 (\$48 for Canada, \$70 for all other foreign countries) to: *InQuest* Subscription Department, c/o Wizard Press, P.O. Box 656, Yorktown Heights, NY 10598. Make out payments, in U.S. funds only, to *InQuest* magazine.

## Nasty Card Combo

OK, here's a nasty card combo for *Magic*. If your opponent attacks you with a heavy damage dealer like the Lord of the Pit and you can't block it, use your Seasinger or other effect to bring it to your side and cast Simulacrum so the Lord of the Pit takes all seven damage!

**Brad Behm**  
Calgary, Alberta

## What??

First of all, I really hated how in your June or July issue, where there was the feature on the Mishra-Urza war, you said that the entire mag was a flip book, but over and over I flipped through it and couldn't find the flip book. Another thing I don't like was how you don't have interviews with artists on a regular basis. The last part I hate is the one I despise the most... you have no letter of the month! But other than that, I have to congratulate you on a great magazine.

**David Price**  
Whittier, CA

Hey, can anybody guess at what point in the letter Dave's Prozac kicked in?

## Date Dilemma

I noticed that you wrote #4 on your August '95 cover. Now I've just started reading your magazine, but I saw that you had an issue out in April, so unless you skipped a month August should be #5 or above. You might want to wake up

your proofreader.

**Andrew Parsons**  
Beaverton, OR

Actually, *InQuest* #1, which came out in April, had a May cover date. That's because the cover date is the latest month a vendor is allowed to sell the magazine.

SWEET GOD IN  
HEAVEN, I'M GONNA  
DIE! I'M GONNA...HEY,  
WHAT A NEAT IDEA  
FOR A MAGIC DECK!



## The Bug Deck

Here's a great theme deck: an insect deck. I thought of it while I was recovering from a bee sting (coincidence? I think not). I looked outside and saw an ant colony. I put bugs and bugs together and got Carrion Ants and Killer Bees. I rushed to my room and started to devise the following deck:

Carrion Ants  
Cocoon  
Emerald Dragonfly  
Flow of Maggots  
Giant Growth (*Ice Age* version)  
Giant Spider  
Hell Swarm  
The Hive  
Killer Bees  
Pit Scorpion  
Takklemaggot  
Xira Arien  
Yavinmaya Gnats  
**Carter Westlund**  
Londonderry, VT

## Morbid

Who do I have to kill to win that *Rage* jacket contest [*InQuest* #4]?

**Nathan Teske**  
New Orleans, LA

The winner.

## Cool Land Combos

1) Rainbow Vale and Cursed Land. Put your Cursed Land on Rainbow Vale, then quickly use the Vale and give it to your opponent. Mmmuuaahahahaa!

2) Mole Worms and Psychic Venom. Have the Worms tap the land with the Venom on it.

**William Hauyse**  
Walnut Creek, CA

- 1) Or you could just cast *Cursed Land* on a land your opponent already controls.
- 2) Good one. You can use an *Icy, too*.

## Grub

In a grand attempt at amassing a horde of fuzzy little Thrulls of all shapes and sizes (it seems some people have a lot of extras, and aren't very fond of them), I was wondering if you folks have any extras lying around, or if your other readers have any spare Thrulls waltzing through

their piles of Erg Raiders and Sacrifices.

**Travis Kincher**  
North Bend, OR

You can go to any hobby shop and pick up like 20 *Fallen Empires* packs for a buck—ante up and spend the dough, buddy!

## "Reality vs. Fantasy"

I found "Reality vs. Fantasy" [*InQuest* #5] extremely entertaining. I thought it was a perfect blend of comedy and information. It's not the sort of thing you find in the average history book, or a *Dungeons & Dragons* sourcebook.

**Dale Gaumer**  
Cyberspace

## Card Marks

My opinion still stands concerning something to mark cards available for Type II tournaments in the players guide. You have the Moxes listed as restricted cards, but they are unavailable in Type II tournaments. This present listing can be misleading. I still would like to see an article on the various styles and formats of tournaments.

The review section [*On Deck*, in *InQuest* #5] was good. The reviews seemed honest and fair.... I am particularly looking forward to reviews of *Middle-earth* and *Call of Cthulhu*.

"Reality vs. Fantasy" was informative, but long for a not-so-directly-related-to-games piece. The article on deck construction was very well done... a great intro. More!

"Tournament Survival Kit" was funny



and just the right amount of space for humor. Good show! Thanks for not doing a Casting Call.

Charles Hadden  
Havertown, PA

Thanks for all the comments on InQuest. They help us grow. This month's InQuest has a behind-the-scenes look at the making of Iron Crown Enterprises' eagerly awaited Middle-earth: The Wizards collectible card game—see page 40. We'll get a review in the mag as soon as we can. And if you want to read more about Mythos, the card game Chaosium is basing on its Call of Cthulhu RPG, stay tuned!

IT TAKES A REAL MAN  
TO CARRY OFF THIS  
ENSEMBLE.

CHRIST, THAT  
LEGGING FOOT  
PICTURE ON PAGE  
7 IS GONNA MAKE  
ME PUKE



### Fashion Faux Pas

In issue #5, you said how to dress ["Tournament Survival Kit"]. Well, I went to a tournament and I got kicked out for indecent exposure and a whole bunch of crap. Thanks.

GaryL99999  
Cyberspace

Try some pants next time.

### Ice Age Lame-o

You dare dishonor the almighty Elkin Bottle ["Freezer Burn," InQuest #4]? There is a card called Mercenaries in Ice Age—this should have been a Fallen

Empires card and joined the ranks of the almighty Homarids.

Chris Donati  
Santa Barbara, CA

We got yer Elkin Bottle right here!

### Magic Variant

I'm writing to tell you about a chaotic game variant for Magic. It's just like the regular game, except for the five rules listed below:

- 1) You may put down as many lands as you want. Putting down lands is considered an interrupt.
- 2) During the draw phase, you must draw your hand up to eight cards.
- 3) Because of the massive amount of lands coming out, direct damage coming toward you can be blocked by any one of your creatures. (That'll teach them cheeseheads!)
- 4) You may discard at any time.
- 5) Since four- or five-color decks are possible, landwalking abilities are valid only when an opponent's land of the appropriate type is *tapped*, not just in play.

And there you have it: the "Ultimate, Chaos" Magic variant.

Billy Leidy  
Huntington, WV

Whew, fast and furious! Strategy tip: don't play with 60-card decks.

### Knows the Truth...

Have any of your editors ever been institutionalized?

WildMagic4  
Cyberspace

Nope, but we have all served jail time. There we learned to get in touch with our inner child and pick up the soap with our feet, if you catch our drift.

And that, boys and girls, is that. Thanks for stopping by, and remember: if you don't write in, your parents will stop loving you.

Bye now.

Send yer letters to InQuestMag@aol.com or:

**INQUISITION**

151 Wells Ave.

Congers, NY 10920

Include your full name, mailing address, and phone number in all letters. Some letters may be edited for space.

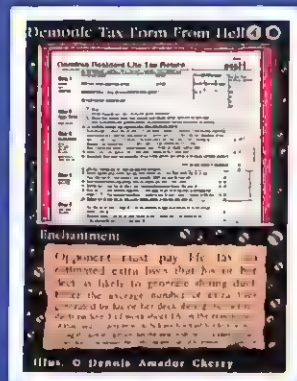
# MAGIC: The Creations

The fan who invented the best Magic card was made was a pack of three different foreign-edition Magic packs, along with a Fourth Edition Killer Bees card signed by Phil Foglio! (Puzzled?)



### ITHIAN MINOTAUR

Darren S. Stokes, Logan, Utah  
Yeah, we're sick of the Maze of Ith, too. Hey, if the Desert Nomads can have Desertwalk (and who the hell plays with Deserts?), then the Ithian Minotaur can have Maze of Ith-walk. And minotaurs are cooler than nomads, too.



### DEMONIC TAX FORM FROM HELL

Donna Amador Cherry, Van Nuys, Calif.  
We should've waited all April for this one, but it was too good. Your opponent's paperwork alone on this enchantment will kill him. If he's using time to keep track of his life, forget it!

To enter, send an original Magic card no bigger than 8-1/2 x 11-1/2 and a quarter inches (use an existing Magic card and just glue on new art and stuff if you want) to:

### Magic: The Creations

c/o InQuest magazine  
151 Wells Ave.  
Congers, NY 10920

### CONTEST WINNERS

Congratulations to Carol and Zac Goff of Raymond, Wash., for whipping up a spectacular Werewolf Dispenser for issue #4's Rage contest. For displaying such skill in the art of lycanthropy, superhighlights Carol and Zac walk off with an original Rage Weather jacket (hand-painted by Richard Kinn-Ferguson, Congers).



# QUEST FOR THE GRAIL

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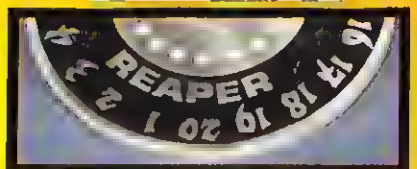
**72001 - White**



**72002 - Gold**



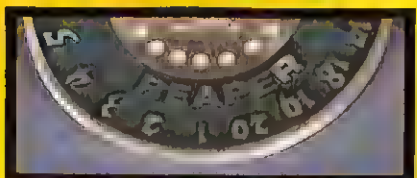
**72003 - Blue**



**72004 - Black**



**72005 - Red**

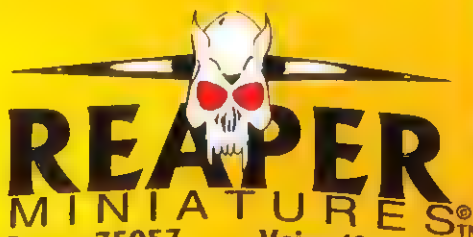


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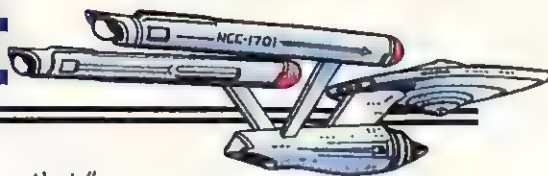
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Fax (214) 221-2481



IF IT'S NEWS,  
IT'S HERE!

# WHERE NO GAME HAS GONE BEFORE



**S**kyBox has slated a *Star Trek: The Original Series* collectible card game for release in summer 1996.

"We think that Decipher did a lot of things right with their [*Star Trek: The Next Generation*] card game," says SkyBox spokesman George White, "and we're trying to learn what the players want the same and what they want different. We do think there are some ways to improve the game, though, and it's not going to be a carbon copy."

"We're taking what we've learned from talking to fans and, starting from scratch, designing several different games. We'll then test the different games and use the one that everyone thinks works the best. The final version will be highly reflective of the property, an excellent and enjoyable game for both collectible card game players and *Star Trek* fans."

SkyBox decided on a summer '96 release date not only to give itself plenty of time to create a strong product, but also because of an upcoming anniversary. "It's the 30th anniversary of *Star Trek* in 1996," White explains, "and we'd be crazy

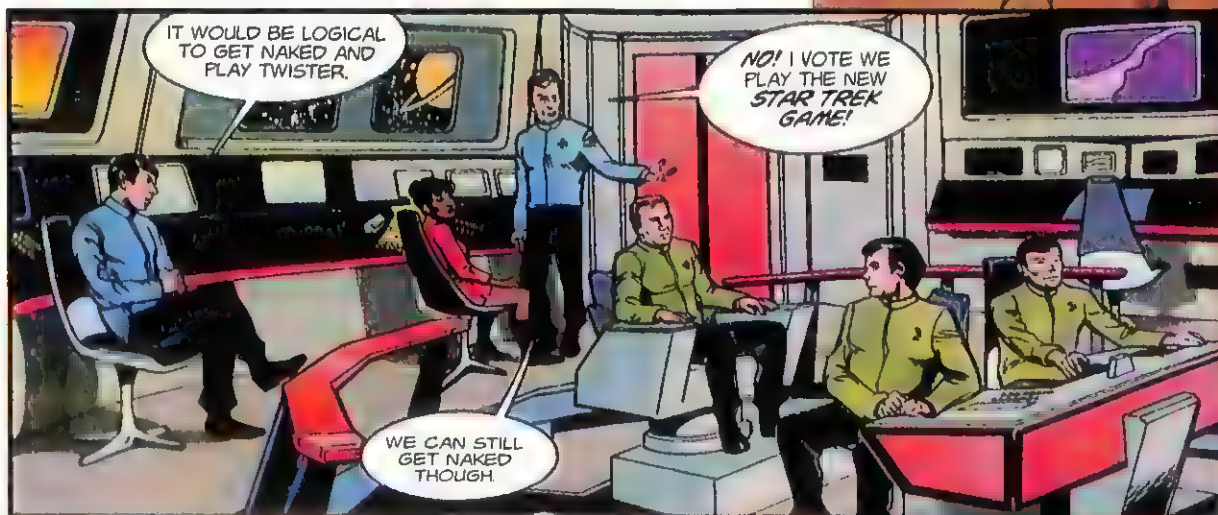
to ignore that."

SkyBox's game will be concerned strictly with the original 1960s television series. "Decipher still has the license to *Next Generation*, and we have no idea how long that contract is for. Paramount isn't offering the licenses for *Deep Space Nine* or *Voyager* yet, so we aren't making any plans to try and produce a game based on those."

The cards will initially be released in starter decks that SkyBox emphasizes will be fully playable. The cards themselves will be a mix of photo and art. "At SkyBox, we've done both types of cards," says White, "so we're planning on having a mix of the two. Once again, though, we'll be deciding on the exact mix by figuring out what the fans want to see and going from there."

—Greg McElhatton

**Yes, but is it better than a Royal Fizzbin?! Beam me down Scotty—I'm going to find out for myself.**





# Magic Rules Change

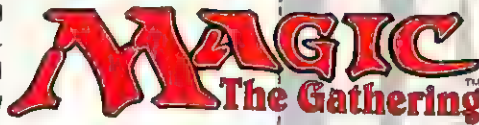
Beginning November 1, *Magic* has a new set of rules changing Type II tournaments and the use of certain cards in tournament play.

The newly banned cards are Channel, Chaos Orb, and Falling Star, while *Ice Age*'s Zuran Orb has been added to the restricted list. Also, Summon Legend cards are no longer restricted in deck building. As before, only one Legend of an individual Legend title can be in play at any one time, though you will be allowed to include up to a maximum of four of a single Legend in your deck.

More importantly, the Type II tournament format has been modified. Previously, Type IIs consisted of the basic *Magic: The Gathering* set plus the last two expansion sets. No longer. Now the official tournament list includes the following: Fourth Edition (the basic *Magic* set), *Chronicles*, *Ice Age*, and *Fallen Empires*.

Sets will not be removed from the Type II list until they have become widely unavailable, so *Homelands* will be added to the list but will not take the place of another set on the list.

—InQuest Staff



## Homelands Takes New York

Wizards of the Coast launched its latest *Magic* expansion set, *Homelands*, with a party in New York. *Magic: The Gathering I*, held Friday, Oct. 13, 1995, showed visitors part of the multiverse of Dominia. The following day, the public got its first chance to see and play *Homelands* cards in a sealed deck tournament. InQuest's *Homelands* price guide is on page 93; the players guide starts on page 120.

## OverPower Expansions

Fleer is planning a number of new promotions and products for *Marvel OverPower*, chief among them a possible DC Comics version of the game.

Industry insiders report that Fleer will release DC *OverPower* in spring 1996. DC *OverPower* could very well be the first card set with all of the DC characters, since the Batman license has always been held separately from the other licenses. But now that SkyBox, current holder of the Batman license, and Fleer are both owned by Marvel Entertainment Group, the caped crusader could join in the fray.

In the meantime, Fleer has also instituted a toll-free phone number for *Marvel OverPower*, (800) OPRULES (677-

8537). There, fans can leave questions on specific cards, rules interpretations, tournament support, combinations of cards, and other subjects. A Fleer representative will call the player back within 72 hours with the answer to the question.

This December, Fleer will release *PowerSurge*, the first expansion set for *Marvel OverPower*. *PowerSurge*'s 327 cards includes 21 new super-



## MicroProse Magic Delayed

MicroProse's *Magic: The Gathering* computer adaptation, originally scheduled for release in mid-1995, could now take an additional year to finish. The entire *Magic* team, except for project head David Etheredge, was cut in company-wide layoffs. At the time of the August firings, a second team had already been assigned to work on a Windows-oriented version. All of the previous code except for the graphics is expected to be scrapped. MicroProse refused to comment on the reasons for the firings.

—Greg McElhatton

## Vampire Sleeps Late

Wizards of the Coast has pushed back the re-release of *Jyhad* and the game's first expansion set to November. *Vampire: The Eternal Struggle*, as the game has been re-named, and *Dark Sovereigns* are now set to be printed by The United States Playing Card Corporation. All previous WotC card games, including *Magic: The Gathering*, had been printed in Belgium by Carta Mundi. The release of *Darkness Unveiled*, the *Vampire* players guide, originally to be in September, has been delayed to December.



DC's *OverPower* due out next spring.



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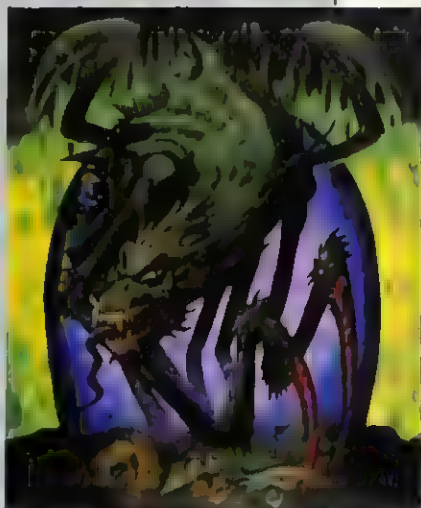
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# The Wyrms Turn

*The Wyrms*, the second booster set for White Wolf's *Rage* card game, is set for December release. This expansion will allow players to control packs of the villainous Wyrms creatures. Wyrms packs will have their own targets in the Hunting Grounds (victims) and their own version of moots (board meetings). Each booster will have a fold-out rule book explaining the new cards and rules wrinkles in *Wyrms*. *Wyrms* booster packs will feature 15 of over 180 cards and more than 30 new characters; each will retail for \$2.50.

—Richard Anderson



**"Everybody do the Wyrms!"**  
A new *Rage* monster.

# Redemption Works

Cactus Game Design is developing the first expansion set for its collectible card game. *The Prophets*, a set of 100 new cards, will feature good and evil prophets, and places and things related to prophesy. It will be available sometime in the first quarter of 1996. Also, a CD-ROM version of *Redemption*, T-shirts, posters, art boxes, carrying cases, and a roleplaying game for a new 64-bit entertainment system based on the *Redemption* CCG will also be available soon. Polyglots can look for future editions of the game in German, Korean, and Spanish.

An updated rule book, based on questions and comments from players, will be included in all future unlimited edition sets and can be obtained for free by sending one's mailing address to Cactus Game Design, P.O. Box 1711, Chesapeake, VA 23327. If you have any questions about the game, e-mail CactusRob@aol.com or gosselin@molar.enet.dec.com.

—Richard Anderson

# Free Legend Cards

Alderac Entertainment is giving away *Legend of the Five Rings* cards while supplies last. Send a self-addressed, stamped envelope to LSR Card Giveaway, Alderac Entertainment Group, 4045 Guasti #212, Ontario, CA 91761 and it's yours.

—Richard Anderson

heroes and villains, among them Daredevil, Juggernaut, and Ghost Rider. New specials and mission cards help liven up the game.

To differentiate *PowerSurge* cards from the original cards, the diamond in the game's logo on the card back will be colored purple instead of red. Each future expansion set will have a different-colored diamond to set it apart from the other releases.

*Marvel OverPower* is also expanding into breakfast cereals. Through December, specially marked boxes of General Mills' Berry Berry Kix will come with three sample *Marvel OverPower* cards. They'll also come with a mail-in offer for a *Marvel OverPower* starter deck.

—Greg McElhatton

# Space: 1889

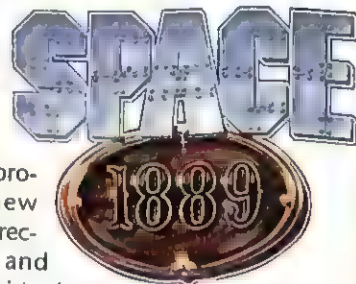
*Space: 1889*, the popular Games Design Workshop roleplaying game mixing Victorian attitudes and technology with space galleons and Martian colonies, may soon be a movie. Anders International, an independent film company based in Reston, Va., is currently working on the preproduction aspects. A draft script was completed earlier this year, and the current focus is on conceptual visualization of live action, along with set and prop design.

The script revolves around a Red Captain who joins a team of human and Martian archaeologists as they excavate ancient ruins. Their discovery sets in motion a series of events that could lead to the growth, development, and self-determination of the Martian people. Air battles, romance, daring escapes, and amazing discoveries are all present in the best tradition of

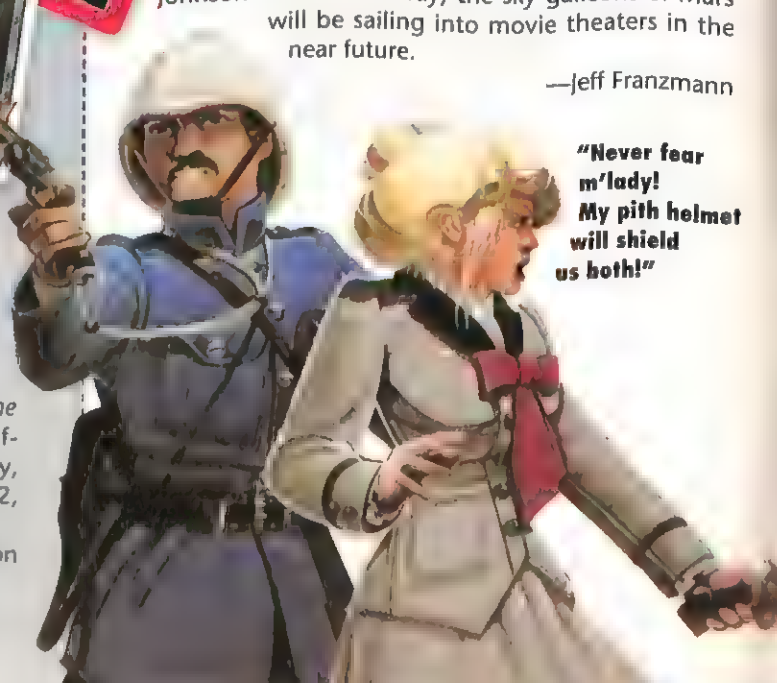
action and adventure.

If the script's three writers—producer Matthew Grove, business director Ellen Bartok, and military historian Christopher Johnson—have their way, the sky galleons of Mars will be sailing into movie theaters in the near future.

—Jeff Franzmann



**"Never fear m'lady! My pith helmet will shield us both!"**





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# Mayfair Goes CCG With Fantasy Adventures

Mayfair Games' next collectible card game will be called *Fantasy Adventures*. Based on the epic fantasy genre, this game simulates a party of adventuring heroes as they encounter monsters and stumble upon deadly traps. To increase the high-fantasy feel, Mayfair uses artwork from book covers and magazines.

Organizationally, the game has five card types, divided into two decks. The first deck contains hero cards, used to generate the adventuring party. The second contains monsters, traps, spells, and items.

During each turn, you play monster and trap cards to attack your opponents' heroes. Spell and item cards go on your own heroes, aiding them against their foes. Combat is resolved by comparing the various abilities, bonuses, and a die roll.

After four turns, the game ends. The player with the highest gold point total wins. While all cards have a gold point value (used for creating balanced decks), only surviving heroes and their items are considered for victory. Since cards never change hands, defeated monsters do not add to your gold point value. Instead, each victory allows the heroes to acquire more item cards—rewarding both success and survival.

*Fantasy Adventures* will come in a prepackaged, play-tested starter deck, each containing the same cards. For \$15, you'll get 100 cards, two dice, and two separate rule books. Fifty of these cards will be commons; the other 50 will only be available in the starter deck. Booster packs will expand this basic set to 450 cards. Each pack contains 16 cards and costs \$2.50.

Mayfair also plans to release expansion sets and promotional cards based on book and computer game tie-ins. They are working with a variety of companies and publishers, including Tor, HarperCollins, Del Rey, Baen, New Worlds, and SSI.

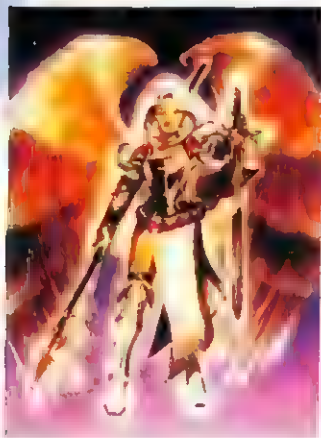
Coupons for promotional cards will appear in upcoming *Wheel of Time* books by Robert Jordan, including his boxed collectors' set.

Cards or card coupons will also appear in New World Computing's *Might & Magic* games and novels, the *Thunderscape* novel published by HarperCollins and based on SSI's *World of Aden* game, Baen's new *Card Master* novels, SSI's *Fantasy General* games, and *Fantasy Adventures*' own novels.

Future expansion sets include *Wheel of Time*, *Might & Magic*, *World of Aden*, and *Fantasy General*.

Mayfair has no firm date for the game's release, but it plans to have the basic cards out in early January.

—Richard Warren



Sarah's sister from *Fantasy Adventures*.

# Cthulhu Boogaloo

Slated for release in March 1996, *Mythos: The Call of Cthulhu* collectible card game promises a journey through the twisted images of H.P. Lovecraft's world. Investigators, represented by a special Investigator Card in the 60-card starter decks, travel through the locations described in Lovecraft's tales, gathering allies, spells, tomes, and artifacts while trying to avoid insanity. The initial starter decks will focus on Lovecraft Country, while the boosters will further expand on the world.

Will Cthulhu be mad we disturbed his sleep? Chaosium encourages people to send their suggestions for the game to MythosCCG@aol.com.

—Jeff Franzmann



# Gangsters on the Lam

The gangster wars of the '20s and '30s, as played in Corglenburg's *Gangland* card game, will be delayed for a few months. Due to production problems, the scheduled November release has been pushed to February. For a retail price of \$19.95, the *Gangland* core game system will include 120 action/event cards, 50 characters, a six-sided die, two limited-edition cards, and a fully illustrated rule book.

# Distributors Sue Games Workshop

A group of regional gaming distributors have sued Games Workshop for breach of contract and trade interference, among other charges. Wargames West, The Armory, and Greenfield Hobby Distributors claim that when the manufacturer of *Warhammer*, *Warhammer 40,000*, and other games decided to distribute its products directly to retailers, it contacted some retailers it had agreed not to contact. The distributors claim that Games Workshop's self-distribution could unfairly drive up the prices of its products. A recent federal court ruling upheld a restraining order placed on the game manufacturer, which declined to discuss the ongoing litigation.

—Patrick Daniel O'Neill





expeditions to this region, and of those that have, few will reveal any details of their journey. DAGGER ISLE is the all-new first GUARDIANS™

expansion with 120 fantastic cards in different rarities (common, uncommon and rare) printed by Fantasy Flight Games. Chris Achilleos, Ben Beavers, Ryan Kitchin, Paul Matheis and more...

# Go West, Young Man...



Created by Ketchikan, designed by Paul Matheis. © 1996 Fantasy Flight Games. All rights reserved.





# PC HITS HIT PLAYSTATION



• Spectrum HoloByte is releasing the top PC titles *X-COM: UFO Defense* and *Gunship 2000* for Sony Computer Entertainment's PlayStation system. Both games will have better graphics and sound that take advantage of the PlayStation's capabilities. *X-COM*, the already-classic science fiction strategy game of alien invasion, is expected out this December, while *Gunship 2000*, the popular helicopter combat simulation, is due sometime next year. *X-COM* and *Gunship 2000* are under development in the United Kingdom studios of Spectrum subsidiary MicroProse. Spectrum HoloByte also plans to develop a game based on the hit movie *Top Gun* for the PlayStation, to be released in spring 1996.



That's one hairy, ugly troll.  
New World Computing's  
*Heroes of Might and Magic*.

• New World Computing has released *Heroes of Might & Magic* (\$34, for the PC), and unlike other games bearing the *Might & Magic* name, this is not a role-playing slugfest. It is, however, a fantasy war game based on the *Might & Magic* "world," where you recruit heroes to lead armies of monsters, so lovers of the RPGs will still be interested. While players of New World's old *King's Bounty* will recognize the engine used in *Heroes*, one big difference is that this is something network-capable—players tiring of the endless action of *DOOM* might want to check this out!



• There are also twists in New World's other new IBM game, *Metal Lords* (\$34; expect to see it on shelves well before Christmas). Not content with yet another science fiction strategy/diplomacy game where you have to maneuver, research, and fight to mount the Galactic Empire's throne, the designers of this epic also have you fighting other galactic empires! Combat is armored-unit-based, from tanks up to newly developed big robots. Once you're done capturing all the empires, there's a whole new alien race that you must crush or be crushed by. Beating this game should slake the thirst of the most avid conqueror in the PC universe.



• What? You still want *DOOM* combat? Then you'll be pleased to hear Bethesda Softworks released a demo of *Daggerfall*. The basic *DOOM* idea is improved upon some more, as your fantasy character in this game can look up, down, left, and right, in addition to being able to duck, jump, and move in the more standard ways. Further improvements to the graphics include "true" winding passages, rope bridges, and circular stairways. The first fantasy action game with a *DOOM* engine was *Heretic* (by id Software, the makers of *DOOM*), which never achieved great popularity (probably because the crossbow weapon functioned suspiciously like a shotgun). *Heretic* lovers can take some comfort—it looks like *Heretic* will still be the only *DOOM*-like action/fantasy game around where you can turn things into a chicken on a regular basis.

• Windows 95 is out, and many gamers are having a bit of trouble playing their favorite PC games with this new operating system. The CompuServe representative for Bethesda Softworks has compiled a list of various ways to get its cult favorite *Arena* to operate. Most of these tips will work for any game, so if you're having trouble, Go: GamAPub on CompuServe, then enter the Bethesda section and ask the representative to re-post the list.

• Gamers looking to head out to sea should be on the lookout for *Wooden Ships & Iron Men*, due out from Avalon Hill for PCs in November. Players can command an American, British, French, or Spanish warship in historical ship-to-ship or fleet combat, or in self-designed scenarios. You can play against the computer, against another player on the same computer, or via e-mail.

• If you're wary of paying \$44 for the whole game, there's a sound-free demo available on most on-line services of Electronic Arts' newest PC creation, *Magic Carpet II*. While, for the most part, you still spend much of your time flying around on a rug blasting things, this sequel features battles in places with ceilings and at night, in addition to the proverbial "new monsters and spells."

*Metal Lords* comes to IBM gamers just in time for Christmas.

—Rick Moscatello



# Die DOOM HUMAN Scum.

We of the alien race, Dark Legion, will not rest until all traces of humanity have been purged from the universe.

That means you. Take on the role of a Doomtrooper—one of only two existing warriors left to fight as Death and destruction surround you as you make your feeble attempt to stop us. Dare to play hero.

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## MUTANT CHRONICLES



GENESIS



NINTENDO 64

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# ON THE SHELVES

## THE GUIDE TO UPCOMING GAME RELEASES



**NAME:** Advanced Technologies  
**PUBLISHER:** Companion Games  
**SET SIZE:** Approximately 152 cards  
**RELEASE:** November 1995  
**PACKAGING:** 12-card booster packs

**SUGGESTED RETAIL:** \$2.45 per booster pack

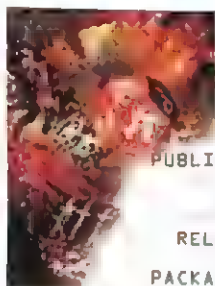
**Here's the Deal:** This technology-oriented expansion for *Galactic Empires* is damn sure advanced. The new Patrol Ships are small and fragile, but they come out of your hand fighting. The new Spy ships add a twist by allowing you to see your opponents' cards. Yowch! Look for new empire-specific technologies to round out this expansion set.



**NAME:** Dagger Isle  
**PUBLISHER:** FPG  
**SET SIZE:** 120 cards  
**RELEASE:** November 1995  
**PACKAGING:** 14-card booster packs

**SUGGESTED RETAIL:** \$2.79 per pack

**Here's the Deal:** This first expansion for *Guardians*, set in the Western Isles, will feature pirates as well as new monsters, opponents, and other cards. Hannibal Hawkes, an impressive pirate personality, is a featured card, along with Farmer Brown, who'll give you something new to do with your Flying Pig. Three veteran artists, Brom, Keith Parkinson, and Mike Ploog, are back to turn out more dazzling artwork, while three newcomers, fantasy artists Chris Achilles, Rowena, and Den Beauvais, join the team.



**NAME:** Kicker Pack #1: Amazons  
**PUBLISHER:** TSR  
**SIZE:** 95 dice  
**RELEASE:** November 1995  
**PACKAGING:** Eight-dice kicker pack

**SUGGESTED RETAIL:** \$5.95 per kicker pack

**Here's the Deal:** The four races in *Dragon Dice* have just met a new enemy—Amazons! In this kicker pack, you get eight dice randomly chosen from an assortment of 60 six-siders from the original *Dragon Dice* and 35 new dice. These new dice include 15 six-sided, ivory-with-purple-writing, chariot-riding, spear-wielding Amazons. These humans aren't tied to any specific element, and so can cast the magic spells of whatever land they occupy. Their best ability: Amazons treat movement as missile fire in flat lands. There are also 20 10-sided monsters, four for each race.



**NAME:** Feng Shui  
**PUBLISHER:** Daedalus Entertainment  
**SET SIZE:** Over 200 pages  
**RELEASE:** Spring 1996

**SUGGESTED RETAIL:** \$25.95

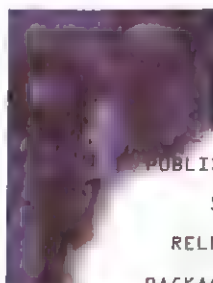
**Here's the Deal:** *Feng Shui*, Daedalus' hard-hitting roleplaying game, shares the same wacky martial-arts setting as its predecessor, *Shadowfist*. *Feng Shui* offers "sticks" like guns that never need reloading, impossible ninja moves, melodramatic soliloquies, and lots of things blowing up. Later expansions will include more sticks, kicks, and adventures, as well as favorite characters from the card game.



**NAME:** Highlander: The Movie Expansion  
**PUBLISHER:** Thunder Castle Games  
**SET SIZE:** 300 cards  
**RELEASE:** November 1995  
**PACKAGING:** 52-card starter decks; 15-card booster packs

**SUGGESTED RETAIL:** \$9.95 per starter deck; \$2.95 per booster pack

**Here's the Deal:** Expanding the CCG based on the popular film and TV series, this set will feature scenes from all three movies, including more Connor cards, Kurgan, and possibly Ramirez as well. Three other Immortals from the movies will also be introduced, and new combat cards will be included for even more intense swordplay.



**NAME:** Galactic Empires Universe Edition  
**PUBLISHER:** Companion Games  
**SIZE:** Over 600 cards  
**RELEASE:** November 1995  
**PACKAGING:** 100-card starter decks; 14-card booster packs

**SUGGESTED RETAIL:** \$12.95 per starter deck; \$2.45 per booster pack

**Here's the Deal:** This new core set replaces both the Primary Edition and New Empires, and includes 10 new entities and about 30 other new cards. Each starter deck is empire-specific, making it ready to play and especially useful for sealed-deck tournaments. Each starter deck also contains a hologram special effect card.



# WING COMMANDER®



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Illustration © 1995 Fantasy class, appears as "Flying Ape" Emerald Maneuver Card.

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# The WASTE Land

By Jeff Hennes

About two years ago, one of my friends came up with a *Magic: The Gathering* deck design that was completely foreign to our play environment. He figured the best way to keep other players from getting ahead was to keep them from having lands. So he loaded up with Sinkholes and Stone Rains—there were no four-card limits for us back then—and threw in a few creatures.

The result? The first land destruction deck we'd ever seen. And we hated it.

Still, it didn't take us (and thousands of other people, for that matter) long to realize that in tournament play, land destruction decks could be dominant. Sinkholes, Ice Storms, Chaos Orbs! The possibilities were endless.



■ This mana-killing deck gives you a choice: steal your opponent's mana or just destroy everything.

Then came the Revised Edition, and Type II tournaments, and away went land destruction. There just weren't enough options to make a viable Type II land-kill deck.

But now, with the releases of Fourth Edition and *Ice Age*, land destruction has made its way back into the tournament spotlight.

The key to a good land destruction deck? Simple. Lots of spells that crush your opponent's lands. Between Pox, Jokulhaups, two Conquers, and four each of Blight, Icequake, Stone Rain, and Strip Mine, that's 20 land killers. Having a third of your deck dedicated toward your goal is a good start, but there's more to a good land destruction deck than just crunching lands.

Once you've devastated all of your opponent's terrain, you'll need a way to do some actual damage. The most effective damage dealers in this deck are the Black Vises. If you successfully destroy all or most of your opponent's lands, he'll be stuck with a bunch of cards in his hand and no way to use them. And although it's deep in the Realm of Cheese, a first-turn Vise is a nice way to get things started if you're going for the jugular.

If your opponent somehow manages to empty his hand, you'll need some other way to deal damage.

Sengir Vampires are hard to kill without the mana to power a Fireball or Disintegrate, and you can get the bloodsuckers out early with Dark Rituals. However, if you have a choice between destroying a land and playing a Vampire, you should almost always concentrate on taking out lands. You'll have the opportunity to play the Vampire later, but if you let your opponent get too many lands into play, your land-kill cards won't do you any good.

Pox can also deal some stiff damage, although you've got to be careful that you don't burn yourself too much in the process. Finally, Fireballs and Lightning Bolts serve the dual purpose of dealing with any creatures your opponent plays and serving up some direct damage.

Two other key cards in this deck are the Icy Manipulators. Their multifunctional uses in this deck make them

## Mana Drought

### SPELLS

#### BLACK

4 Blights

4 Dark Rituals

4 Icequakes

1 Pox

### RED

2 Conquers

3 Fireballs

1 Jokulhaups

3 Lightning Bolts

4 Stone Rains

### CREATURES

#### BLACK

4 Sengir Vampires

#### RED

1 Orcish Squatters

### ARTIFACTS

4 Black Vises

### 2 Icy Manipulators

### LANDS

7 Mountains

4 Strip Mines

2 Sulfurous Springs

12 Swamps

### SIDEBOARD

2 Anarchies

3 Gloom

1 Nevinyrral's Disk

4 Pyroblasts

2 Shatters

3 Stench of Evil



# Golgothian Gridiron

Well, it's November, and that means two things: Turkey and Football.

While many football fans across the country have already drafted their fantasy league teams, we thought we'd share *InQuest's* top picks with you.

Of course, our system is less than scientific. We threw out statistics. Heck, we even threw out the players (except for one not-so-honorable mention)! However, we did make sure each National Football League team was represented.

So whether you're a fan of the 49ers, the Cowboys, the Chargers, or just the referees, grab yourself a drumstick and check out *InQuest's* Magic Rotisserie Team—now playing in a deck near you!

## Pigskin Power

### AFC EAST

Woolly Mammoth (Buffalo Bills)  
Nightmare (Indianapolis Colts)  
Giant Shark (Miami Dolphins)  
Icalian Infantry (New England Patriots)  
Ornithopter (New York Jets)

### AFC CENTRAL

Sabretooth Tiger (Cincinnati Bengals)  
Fyndhorn Brownie (Cleveland Browns)  
Orcish Farmer (Houston Oilers)  
Basal Thrull (Jacksonville Jaguars—the leftovers  
and scrubs of the NFL)  
Brothers of Fire (Pittsburgh Steelers)

### AFC WEST

Headless Horsemen (Denver Broncos)  
Goblin King (Kansas City Chiefs)  
Erg Raiders (Oakland Raiders)  
Ball Lightning (San Diego Chargers)  
Silver Erne (Seattle Seahawks)

### NFC EAST

Firestorm Phoenix (Arizona Cardinals)  
Whirling Dervish (Dallas Cowboys)  
Stone Giant (New York Giants)  
Roc of Kher Ridges (Philadelphia Eagles)  
Darkwood Boars (Washington Redskins)

### NFC CENTRAL

Baldurian Bears (Chicago Bears)  
Savannah Lions (Detroit Lions)  
Mishra's Factory (Green Bay Packers)  
Adun Oakenshield (Minnesota Vikings)  
Pirate Ship (Tampa Bay Buccaneers)

### NFC WEST

Zephyr Falcon (Atlanta Falcons)  
Armor Thrull (Carolina Panthers—more leftovers  
and scrubs)

Serra Angel (New Orleans Saints)  
Juggernaut (San Francisco 49ers)  
Mountain Goat (St. Louis Rams)

### FOOTBALL FIXINGS

Amulet of Quoz (Every game needs a coin toss)  
Arcum's Whistle (Watch those holding calls)  
Arena of the Ancients (Stadium)  
Bad Moon (Sorry, Viking fans... it's too hard to resist)  
Coral Helm (A little protection for your players)  
Demonic Consultation (Sometimes you can't help but  
wonder who's calling those ridiculous plays!)  
Hand of Justice (Leading the pack of zebras...)  
Tawnos' Coffin (Injured reserve)  
Winter's Chill (Forget the Super Bowl. If it ain't cold,  
it ain't football.)

### PLAYING FIELDS

4 Badlands (Oakland Coliseum)  
4 Bayous (New Orleans Superdome)  
3 Plateaus (Arrowhead Stadium)  
4 Taigas (Rich Stadium)  
1 Tropical Island (The Pro Bowl)  
1 Tundra (Lambeau Field)  
3 Volcanic Islands (uh... Candlestick Park? No? OK,  
the Pro Bowl)

Jeff Hannes

Monday Morning Quarterback



valuable tools. If your opponent refuses to tap a Blight-enchanted land, you can do the dirty work with your Icy. They can also be used to neutralize creatures and continuous artifacts. If you have nothing better to do with your Icies, don't hesitate to tap your opponent's lands during his upkeep. This is almost as good as killing the land outright, as it deprives your opponent of the land's resources during his main phase.

There are two key cards in the deck that can flat-out crush your opponent if you play them at the right time. The first is Orcish Squatters. If you've got your opponent low on land, the Squatters could keep things in your favor. If your opponent doesn't have a Swords to Plowshares or Lightning Bolt handy, you may be able to permanently keep him from having more than one land.

The second game breaker in this deck is Jokulhaups. Wait until you've got more than six mana available and a Vise or Vampire in your hand. Play Jokulhaups, and before it resolves, tap your remaining lands for mana. Once the smoke has cleared, lay down one of your damage dealers, and the game should accelerate to a quick end.

In tournaments, the sideboard can put this deck over the top. White weenie players beware! Between Gloom, Anarchy, and Stench of Evil, even the toughest white deck will have its hands full. Pyroblasts should help keep blue mages at bay. (Of course, a permission or countering deck without land doesn't have much say in what gets played and what doesn't!)

If your opponent is relying on many artifacts, or even worse, artifact mana, Shatters and Nevinyrral's Disk will be necessary additions. The Disk may take out your Vises as well, but Fellwar Stones can be the bane of a good land destruction deck.

All in all, when it works, land destruction is not a pretty thing. This is a, well, unsporting (*Downright damn cheesy is what it is!!!* —MJS, Ed.) deck for casual play—but when it comes to tournaments, it's every man for himself. So if you've been itching to find out what it's like to be on the serving end of a land destruction deck but haven't had the necessary tools, give this Type II library a try.

Unbeknownst to his family and friends, Jeff Hannes wears his athletic supporter and cup to bed every night!





# Blood of the Who?

By David Joyce

**Blood of the Martyr:** an uncommon out of *The Dark*, it's almost never used. This three-white-mana-casting-cost instant allows you to transfer the damage that any number of your creatures receive to yourself for the rest of the turn. Most players look at the description once, ask themselves "Why bother?," and go on.

Actually, **Blood of the Martyr** is a really under-

rated card. It's cheap, for one thing. Nobody has a use for it, so they'll generally include one or two for free in a trade, just to make the deal go well. Also, it works for *all* your creatures, unlike **Jade Monolith**, and since it's selective, you choose how much damage to take. Fact is, if your deck's built right, you can use **Blood of the Martyr** for a dramatic, game-turning effect.

First, build yourself a weenie deck, one that uses lots of little creatures that're cheap and easy to produce. You'll want a swarm of them—the more, the merrier. Kobolds, Goblins, and Thallids are all good options. But you'll need to include white in the deck.

A Farrelite Priest should help insure you have all the white mana you need.

Once the game's under way, play an even more unpopular card out of *The Dark*: **Sorrow's Path**, the blocking rearranger that hurts you. This land is so useless, not even the game experts at WotC know a use for it! Your opponent will ignore this, if he doesn't outright laugh at you.

Attack with everything you can reasonably throw at the fellow. You want to force your rival to block with at least two creatures. He shrugs, expecting your weak forces to take the vigorous thrashing he foolishly thinks they deserve.

Now you've got him! Play **Blood of the Mar-**

**tyr**. It doesn't work retroactively, like **Simulacrum**, so you need to use it before you start the cycle.

Next, use **Sorrow's Path** to rearrange two of his blockers. (Which two doesn't really matter, but if you can make the change to your benefit, so much the better.) Take all the damage that **Sorrow's Path** does to you and your minions onto yourself, and **Reverse Damage** it! *Voilà!* You have major life, and your opponent is left dumbfounded that you actually used either **Sorrow's Path** or **Blood of the Martyr** to your benefit—let alone both at once.

The nice thing about this maneuver is that, even after your rival knows about it, it's difficult to prevent. As long as you play **Blood of the Martyr** before you rearrange the blockers, you're set.

That makes it the ideal combo card for **Reverse Damage** when you throw in certain other cards. For instance, **Inferno** not only destroys most or all of your enemy's critters and takes a substantial bite out of his pride, it can suddenly put you so far ahead in life that your opponent might just go ahead and concede! He'll be left singed, with no creatures, while you'll have your whole force intact, ready to visit his house and play.

Other cards to consider with this combo are **Pestilence**, **Earthquake**, and, to a lesser extent, **Hurricane**. The key is that **Reverse Damage** only works on one source, so you need a single cause of damage to all those creatures for maximum benefit. (Remember, **Blood of the Martyr** just redirects damage—it never causes it.)

Another good use for **Blood** is in tandem with **Simulacrum**. Facing a deadly assault? Try some suicide blocks that will kill enemy creatures; then, using **Blood** and **Simulacrum**, aim all the damage at one hapless victim. Maximum damage for minimum loss—that's a good deal.

And, of course, **Blood** works perfectly well in combination with appropriately colored **Circles of Protection**. Sure, it's mundane, but it gives your pets a damage-free attack or block, especially if your foe was silly enough to play only one color.

*David Joyce is rather proud that he once ate a poisonous sea creature that was still moving, but didn't throw up.*



■ Use **Sorrow's Path** for something other than a divider? This better be good...



# RAGE

The time draws near when the Apocalypse must surely come. The Wyrms and its armies grow bolder each day. Brave Garou fall in battle and their loss is sorely felt. Evil spirits, Banes, infect the Umbra, the spirit world, and make even the sacred profane. What hope is there for the 13 tribes of Garou, Gaia's fists and claws? Only glory in battle and the honor of slaying the Wyrms. Join the battle to save the earth realm and cleanse it of the scourge that is corruption: the Wyrms.

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MAYROON AKONG  
BLACK LOTUS SA  
PANTALON KO!

# Stumpers

By Beth Moursund



"Whoa... that's good. Poi!"



Geez, there ain't enough  
Clearsil in the world to  
clear this guy up.

**Q:** My opponent has Zur's Weiriding in play. I draw a Psychic Purge. Can I pay two life to force myself to discard the Purge, making my opponent lose five life since he controls the Weiriding? —J. Leffert, Edina, MN

**A:** No. Zur's Weiriding says "any other player," not "any player," so you can't force yourself to discard. Although it doesn't work, it's a neat idea, so you get the Stumper of the Month award.

This month's winner walks off with three different foreign edition magic packs and pack of Legends!

**Q:** What happens if you Clone a Mishra's Factory? Does the Clone revert to a land at the end of the turn? —Jairandom, Boston MA

**A:** You can't. Clone and Doppelganger can only copy natural creatures—cards that say "Summon" or "Artifact Creature" beneath the picture's bottom-left corner. See this month's Magic Rulings sidebar to clear up all your questions on the infamous Clone, Doppelganger, and Copy Artifact.

**Q:** I have a Mana Flare in play along with a Tropical Island. Can I tap the Tropical Island for one green and one blue, or does it have to be two of the same color? —E. Yahil, Berlin, Germany

**A:** Two of the same color.

**Q:** What happens when you tap a storage land like Hollow Trees and there's a Mana Flare in play?

—Anonymous, Bangor, ME

**A:** You get one extra mana, even if you remove zero counters.

**Q:** Can you Unsummon Breeding Pit, Saproling, or Hive tokens? If so, where do they go?

—B. Treggs, Palo Alto, CA

**A:** Yes. They're removed from the game entirely as soon as they leave play.

**Q:** If I cast Consecrate Land on a Strip Mine, can I use it multiple times? What about Horror of Horrors and a Consecrated Swamp?

—P. Mahler, Denver, CO

**A:** No. Sacrifice is a cost that cannot be prevented. If you sacrifice a land, that land goes to the graveyard, no matter how many Consecrates it has on it.

**Q:** When I tap a land enchanted with Earthlore, do I get mana? If my opponent conquers that land, can either of us use Earthlore?

—G. Kramer, Redmond, WA

**A:** You can tap a land enchanted with Earthlore for mana or for the Earthlore effect, but not both at the same time. If the controller of the land changes, the Earthlore is buried because its target is no longer legal.

**Q:** When I use an Amulet of Quoz, can my opponent wait until after the coin toss to decide whether to ante an additional card?

—G. Kramer, Redmond, WA

**A:** No. Your opponent must decide whether to counter it or not before the Amulet's effect resolves. The game ends as soon as you toss the coin.

**Q:** If I want to get rid of excess mana, can I pay to have a creature like Drudge Skeletons regenerate even if it's not dying?

—O. Appelt, Hamburg, Germany

**A:** You can only regenerate a creature that's on the way to the graveyard. If the Skeletons are on the way to the graveyard, you can pump that card's regenerate effect multiple times, just like any fast effect. All but one will fizzle.

**Q:** If Manabarbs is in play, can you tap 10 lands for mana during the course of your turn, and then Reverse Damage all 10 points at the end?

—T. Martin, Elkhart, IN

**A:** Yes. The source of the damage is Manabarbs, not the land. (But if you wanted to use a COP: Red, you'd have to pay 10 times, because each point of damage comes in a separate packet.)

**Q:** If my opponent plays Word of Command on me during my main phase, can I cast a sorcery before it goes off by saying it's my turn and I want to go first?

—R. Ludloff, Baltimore, MD

**A:** It depends. Technically, your opponent needs to ask you whether you want to do anything before casting any spells during your turn. If he didn't ask first, you can make him back up and cast your sorcery first. If your opponent did ask first, or if he cast the Word of Command in reaction to another spell, you can still cast fast effects in reaction to his spell, but you can't cast a sorcery until the Word resolves.

**Q:** Player A casts Ancestral Recall. Player B taps an Island, uses a Candelabra of Tawnos to untap the Island, taps it again, and uses the two mana to Counterspell the Ancestral Recall. Is this legal?

—A. Kobb, West Paterson, NJ

**A:** No. Using the Candelabra is a normal fast effect, not an interrupt. B can't use the Candelabra until everyone says they're done with interrupts, and the land won't untap until the stack, including Ancestral Recall resolves.

**Q:** I have a Circle of Protection: Black. My opponent plays Underworld Dreams, then casts Timetwister. How much mana do I need to spend to prevent the damage—seven or one?

—A. Yeung, Los Angeles, CA

**A:** Seven. Each card draw triggers Underworld Dreams, so the damage comes in seven separate packets.

**Q:** Can I play Goblins via the Goblin Wizard on my opponent's turn?

—L. Medwin, Acton, Ma.

**A:** Yes. The Goblin Wizard's ability is a fast effect; it's legal any time that fast



effects are legal.

**Q:** Can walls block more than one creature? If not, why not?

—L. Medwin, Acton, Ma.

**A:** Not unless you cast *Blaze of Glory*, or the attacking creatures are banded. Walls are creatures, and follow the same rules as any other creature.

**Q:** Can I counter an artifact creature with *Remove Soul*?

—D. Chess, Mohegan Lake, NY

**A:** No. *Remove Soul* only works on summon spells.

**Q:** Can an Orgg and a Goblin block a Wolverine Pack (2/4, Rampage: 2)?

—J. Hoffman-Andrews, Acton, MA

**A:** Yes. The Rampage bonus isn't calculated until after all of the blockers are declared. The Orgg isn't smart enough to figure out that the Wolverines are going to get big.

**Q:** Is Spirit Link on a Blazing Effigy any good?

—J. Quinn, San Francisco, CA

**A:** Not really. The Effigy's special ability doesn't deal damage until after the Effigy goes to the graveyard, so the Spirit Link is out of play at that point and won't give you any life for it.

**Q:** What happens if I use my Preacher and my

opponent responds by *Terroring the Preacher*?

—J. Quinn, San Francisco, CA

**A:** The effects resolve last-to-first, but destroying the source of an effect does not counter that effect. So the Preacher is buried, and then the Preacher's target comes under your control for one brief moment and goes back again before you can do anything about it. This can't kill a Nightmare, because you don't check the toughness until the end of the stack of effects, but it can bury a Sea Serpent or trigger "if you lose control" effects.

**Q:** My opponent has three life left. I'm attacking with two 1/1 creatures, and I have an untapped Zelyon Sword. My opponent cannot block either creature, but has a Maze of Ith. We're at a stand-off. What do we do?

—S. Grant, Indianapolis, IN

**A:** There is no "go last" option—you can only say "done" or use an effect. "Done" always means "I'm done unless you do something." If you use the Sword, your opponent can Maze whichever creature you use it on. If you just say "done," you can't use the Sword unless your opponent uses a fast effect (canceling your "done"). If your opponent is careless and uses the Maze when you haven't used the Sword, you can use the Sword on the un-Mazed creature. But if your opponent is careful, you won't be able to do more than two points in this situation.

**Q:** My opponent attacks with *Folk of the Pines*. I don't block. He pays eight mana to pump it up, but I immediately untap it with *Twiddle*. What happens?

—J. Beachard, Raymond, NH

**A:** You take a bunch of damage. Untapping an attacking creature doesn't remove it from the attack or stop it from dealing damage, unless the card specifically says so.

**Q:** If a White Knight blocks an Abomination, what happens? How does one creature's ability override the other?

—P. McCallum, Editor-in-Chief

**A:** Gotta answer this one, it's the Head Honcho! The Knight bites it. The Knight's protection ability reduces the damage to zero, but doesn't help against the Abomination's "destroy" effect because it's not damage and not targeted.

**Q:** I tap two plains and my Northern Paladin to destroy my opponent's Royal Assassin. My opponent taps his Royal Assassin to destroy my Northern Paladin. Who dies, the Paladin, the Assassin, or both?

—E. Garcia, Tuscaloosa, AL

**A:** Both. The Paladin's effect is already safely on its way when the Assassin stabs him through the heart.

**Q:** I have a Reverse Polarity, three Bottles of Suleiman, and five life. I activate all the bottles. Do

## MAGIC RULINGS

The main reason *Clone*, *Doppelganger*, and *Copy Artifact* were removed from Fourth Edition is that they have enough unprinted rulings and errata to choke a horse. To fit all of them on the card, it would take microtype... printed on both sides! But many players still like using these cards, so here's a handy *InQuest* reference guide to the main copy card rulings.

All three copy cards are targeted. You must pick the target when casting the spell (or any time a copy card comes into play, even if it's not being cast), and it can't have protection from blue. If the target disappears or becomes illegal before the copy resolves, the spell fizzles and goes to the graveyard. The spell never becomes a creature, so this won't trigger graveyard effects like *Soul Net*.

A *Doppelganger* can attempt to shift forms only once per turn; this is a targeted fast effect. If the target of the shift becomes illegal, the Doppel doesn't change and can't try again until its next upkeep.

A copy card sitting in the graveyard doesn't "remember" what it was. For example, a *Clone* of a *Neither Shadow* that gets killed won't return when three other creatures are on top of it in the graveyard. However, any effects that trigger when the creature/artifact goes to the graveyard will work for a copy. For example, a cloned *Firestorm Phoenix* returns to your hand when killed.

*Clone* and *Doppelganger* can only copy a "natural" creature—that is, a "Summon" or "Artifact Creature" card, or a token creature. They can't copy something that's only a creature due to a spell or effect, such as a

living land, an animated artifact, or an *Assembly Worker*. Similarly, *Copy Artifact* can only copy a "natural" artifact, and cannot copy an *Assembly Worker*. None of these can copy a creature with *Animate Dead* or any other "Enchant Dead Creature" on it.

*Copy Artifact* can be tapped, and follows all Artifact rules about tapping, even though it's an enchantment.

Copies of creatures inherit the original's name, type, power, toughness, casting cost, special abilities, and changes from interrupt spells (*Magic Hack* and so on); a *Clone* also mimics its target's color. They don't duplicate the expansion symbol; a copy of an *Arabian Nights* card is immune to *City in a Bottle*. A copy of an artifact creature can be *Shattered*. Copy cards are cards, even when copying tokens; they don't leave the game when killed or unsummoned.

Copies don't inherit any effects (like *Giant Growth*), enchantments, or counters from their target. They come into play just as their target would; for example, a copied *Leviathan* or *Mevinyrral's Disk* comes into play tapped. If the target normally gets free counters when summoned, then a newly cast copy gets that number of free counters, no matter how many the target has.

A *Doppelganger* switching form doesn't get any counters, and loses any counters on itself due to untar-geted abilities of its old form. It also loses any effects from its own untar-geted abilities; for example, if you pump up a *Doppel Frozen Shade* to +3/+3, then shift its form, it loses the +3/+3. It keeps all damage, tar-geted counters, and targeted effects, as well as untar-

geted effects from other cards such as *Holy Light*. Treat the old form as leaving play.

If you copy a *Legend*, the copy is a second *Legend* with the same name as one that's already in play, so it's immediately buried. This triggers graveyard effects.

If you *Clone* or *Doppel* a *Doppelganger*, you have a second *Doppelganger* copying the same creature as the first one. It can switch forms during your next upkeep. You can *Copy Artifact* a *Clone* of an artifact creature, but not a *Doppel* of one.

A *Doppelganger* can switch before paying upkeep. If it switches to a creature with an upkeep cost, you must pay the upkeep for the new form, whether or not you paid for the old form. If it switches to a creature with cumulative upkeep, it starts at the lowest cost, no matter what the target's upkeep is. A *Doppelganger* cannot "switch" to the same creature it is already copying, but if there are two of that creature in play, it can switch to the other one.

—Beth Moursund

YOU'RE ANNOYING. NO YOU'RE ANNOYING!



■ Even the *Clone* can get confused by copy card rules sometimes.



I have to use the Reverse Polarity the first time I take five damage, or can I do it after all of the three flips?

—R. Crayton, Tampa, FL

**A:** You can wait to cast it. You don't check whether your life is below zero until the end of the phase or the beginning or end of an attack.

**Q:** I have a Thicket Basilisk with Lure and Instill Energy on it and a Force of Nature. I attack with both. My friend says he taps my Basilisk before the attack with an Icy Manipulator. Can I untap it with the Instill Energy and attack with it anyway?

—J. Yang, Sheboygan, WI  
(in a cool envelope!)

**A:** Yes. If your friend uses any fast effects in reaction to your declaring the attack, it cancels the attack. You can use as many spells and effects as you want, and then declare the attack again.

**Q:** I have a Norritt, Xenic Poltergeist, and Merieke Ri Berit out. I use the Poltergeist to turn my opponent's Sol Ring into a creature and then use Merieke to control it. On the next turn, the Sol Ring turns back to a normal artifact, and I use the Norritt to untap Merieke. Since the Sol Ring is no longer a creature, do I still have to bury it?

—W. Jung, Chicago, IL

**A:** Yes. You only check whether the target is a creature twice: when announcing and resolving the effect. Once Merieke's got something, she doesn't care whether it stays a creature or not.

## Whoops!

The September Stumpers had a few boo-boos.

The bonus for Marton Stromgald is calculated at the time the attack is declared. The Stumper answer said, "The bonus will decrease for each creature the Sandstorm kills." That's wrong. Destroying attacking creatures later does not decrease the bonus, any more than destroying Marton himself does.

Nature's Lore can retrieve a Taiga, Bayou, or other dual land from your library.

Hecatomb has errata: it should begin "When Hecatomb comes into play, sacrifice four creatures or bury Hecatomb." If you have fewer than four creatures when it comes into play, you don't have to sacrifice the ones you have—you just dump Hecatomb.

And the WatC rules group eventually made up its minds about what happens when you Hack a Reality Twist or Naked Singularity: it makes the lands behave like multilands, so you can tap them for either color of mana.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at [InQuest-Mag@aol.com](mailto:InQuest-Mag@aol.com) or write to:

**STUMPERS c/o InQuest**

151 Wells Ave.

Congers, NY 10920

# Stumpers

Include your full name, address, and phone number.

S P O T L I G H T O N



## Stumpers

**Q:** If I have the original version of a card that was changed in a later printing, does mine still play as written?

**A:** No. All cards should be played as the latest version. Treat the changes as errata.

**Q:** Is there a minimum or maximum number of groups allowed in a starting deck?

**A:** No, you can have as many or as few as you want. We doubt you can win with no groups or all groups, though.

**Q:** Can you skip your automatic takeover if you want to? What if you don't want to, but just accidentally forget?

**A:** Yes, and "tough luck." (But if you whine real well, the other players might let you go back and do it anyway.)

**Q:** Can I declare an attack on (or with) Bill Clinton, flip a coin to determine his alignment, and then call off the attack if I'm hosed by the result?

**A:** No. You don't flip the coin until after you roll the dice.

**Q:** What happens if two players playing the same Illuminati (but not Shangri-La) meet their Goals at the same time?

**A:** Since they can't share a share a win (unless they're both playing Shangri-La), neither wins. The game continues until some other player reaches her goal, or until one of the two would-be winners no longer meets his goal. You may be able to stop a player who's about to win by helping another player with the same Illuminati.

**Q:** What is the cost to give relief to a place with power 0?

**A:** Relief costs three times the printed power of the place, no matter what its current power is. No place has a printed power of zero. Fnord.

**Q:** How do you determine the sex of a Media Sensation card?

**A:** The card has to represent a real person in the news. If you can't figure it out, well, flip a coin or something.

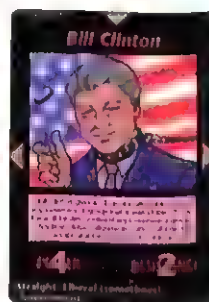
**Q:** Who's that guy on the Trading Card Games card?

**A:** Peter Adkison, the president/janitor of Wizards of the Coast.

**Q:** What's the dirtiest, most illuminated INWO trick you've ever heard of?

**A:** Offering an opponent cash to throw the game, then playing the I Lied plot card to avoid paying. This was done in a tournament, and was ruled legal. When your goal is world domination, trust no one.

For answers to additional INWO Stumpers, try the Usenet newsgroup [rec.games.trading-cards.misc](mailto:rec.games.trading-cards.misc), or the Steve Jackson Games representatives on AOL, GEnie, and CompuServe. Or send a self-addressed, stamped envelope to: INWO Questions, Steve Jackson Games, P.O. Box 18957, Austin, TX 78760-8957.



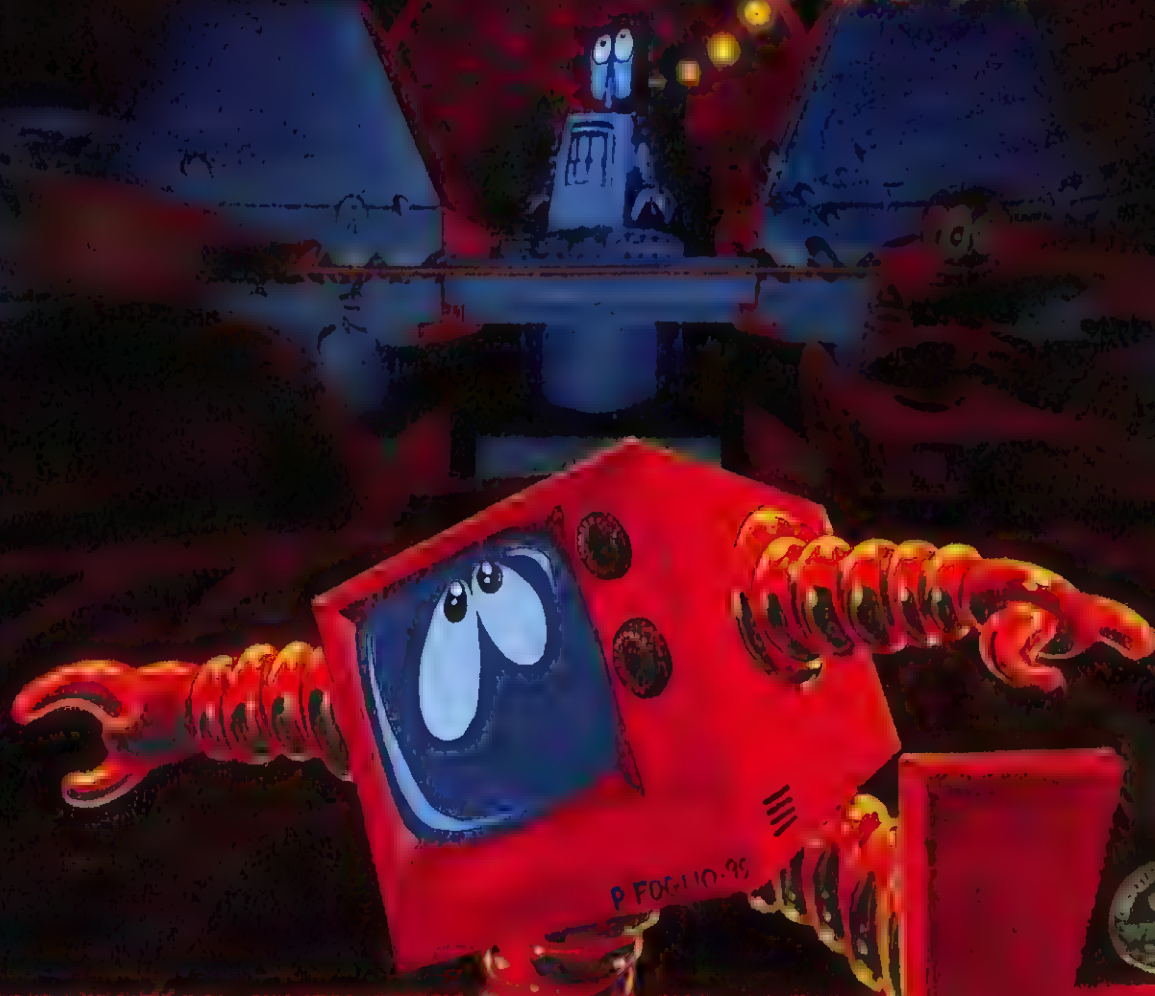
■ Flip flop, waffle, it's all the same to me. I know.



■ Pssst! hey kid want some candy?



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# Deckstoppers

Thwarting killer Magic decks

**"Oh great, another article telling me how to build a killer deck."**

**Nope, this article gives you recently printed cards that can help you not get beaten by the most popular killer decks.**



By Rick Moscatello

## **Direct Damage, or Magic for the Unimaginative**

Direct Damage decks (DDds) rely on red, but Stormbind (and, until recently, Channel) make green a common addition. A direct damage deck relies on speed. Once a DDder empties out his hand, he'll be hard-pressed to deal more than three points of damage or so to you with any given card; by then, your creatures can start hitting him. Let's see what's out there to stall the game:

**Black:** There isn't much black can do to prevent damage, but there's Simulacrum to shunt it, El-Hajjaj plus Howl From Beyond can get you extra life points. Be wary of using a Dark Ritual to bring out a creature; it might well get toasted before it can attack. Drain Life is easily your best bet, especially if you have spare Dark Rituals lying around, as hurting him while healing yourself is a big step toward victory.

**Blue:** Blue Elemental Blast and Hydroblast are the obvious choices here. Lifetap will also help if he's using green, especially if you

have four Power Sinks. Deflection will put the fear of the almighty into a DDd lover. Spectral Shield (which requires white) is great for keeping a creature alive.

**Green:** Stream of Life can be very helpful, especially if you can keep your mana-producing creatures. A six-point Stream effectively counters two Lightning Bolts; it's almost always a good deal if you can stop two of his cards with one of yours. Consider using a Giant Growth when a creature gets fatally damaged: stalling for time is what stopping a DDd is all about. Try not to play your best creatures right off. The first one out may as well have a bull's eye carved on its forehead.

**Red:** If you only have red in your deck, this will be a test of who can do 20 points of damage first. Keep a Bolt and a Mountain in reserve, in case he Blood-Lusts his Ball Lightning.

**White:** No doubt about it, Justice puts a hurtin' on red. But Flashfires and Anarchy can both cause you some grief. Use Ruins of Trokair (from *Fallen Empires*) so the Flashfires are less effective, and try not to have more than

one or two white permanents in play, so Anarchy doesn't triple the size of your graveyard and halve your chances of winning. Of course, there's the obvious Circle of Protection: Red. To protect your creatures, Prismatic Ward sure helps. Finally, Reverse Damage is great—he'll have to hit you again just to break even!

**Artifacts:** The Ivory Tower is a fine defensive artifact, and a good way to offset those first few turns while the DDder is slapping you around. Shield of the Ages and Pentagram of the Ages can, if you have the mana, keep you alive indefinitely. Zuran Orb really shines; every three lands effectively counter two Lightning Bolts—it won't guarantee a win, but it'll buy you time.

## **The Discard Deck, or Magic for the Deeply Irritating**

Another popular deck design is the Discard deck (Dd), designed to rip cards out of your hand and sentence you to death on The Rack, which takes life from cardless players. Every Dd features Hypnotic Specters, Mind





PERFECT,  
JUST PERFECT! ALL I HAVE  
TO DO IS TAP MY MANA AND  
FRANCE IS MINE!

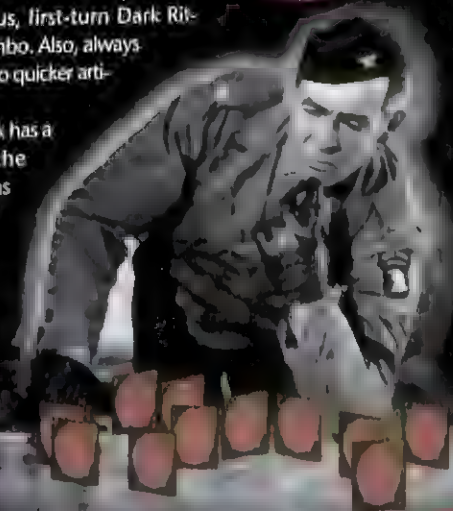
Twist, Hymns to Tourach, and, of course, The Rack. These decks just aren't popular nowadays due to all the black hosers out there, but if you have a few potential victims in your sights, here're some tips:

**Black:** Black is very vulnerable to a Dd—going first is a big deal in this case. Since you have no way to get rid of artifacts, and you can't Terror or Dark Banish black creatures, you pretty much need to kill him before he kills you (there's an original strategy, eh?). Bog Wraith and Moor Fiend are pretty good creatures, and their swampwalking means they'll deal damage every turn—and they hit every bit as hard as The Rack!

**Blue:** Blue has the perfect cards to use on a discard deck: Counterspells. As soon as you're hit with a Hymn, counter if you can. Another nice spell for blue is Control Magic. Nothing is more painful to a Dder than to have his own Specter hit him and make him discard cards. Same with Deflection. Unfortunately, blue has a tough time dealing with The Rack; Energy Flux is an often-overlooked enchantment that makes The Rack expensive to have around, and the Disrupting Scepter exorbitant—but you'll need four of them.

**Green:** Life-force is an awesome spell; if you get it out early enough, the discard deck can do very little to you. However, keep Hurricane or Winter Blast around—green doesn't have many ways to deal with the ubiquitous, first-turn Dark Ritual/Hypnotic Specter combo. Also, always carry Crumbles—there's no quicker artifact basher around.

**Red:** Although black has a tough time with red, the reverse is not true. Red has two cheap artifact destroyers: Shatter and Detonate. It's worth playing four of each, in case they're Mind-Twisted. Of course, red has googobs of ways to smash creatures: Pyroclasm deals the perfect





amount of damage to Mindstab Thrulls and Specters, and is very cheap. Try to hold your instants in hand, to cast when he Hymns you. Nothing's more discouraging to a would-be Lichmaster than to cast Hymn and watch her Rack get Shattered, see her Specter get Lightnined, and discover that you no longer have any cards in hand.

**Whites:** Between Karma and Drought, there isn't much reason to bother with Circle of Protection: Black. Heck, bring out the superb Order of the White Shield or White Knight and you have a creature she prob-

ably can't hurt. Land Tax will render The Rack nearly inert, as you'll be able to take up to three lands in hand every turn, as long as you have less land out than she does. Finally, the versatile Disenchant will stop The Rack; it's a shame you can only use four!

**Artifacts:** Nevinyrral's Disk will certainly help, but much, much more devastating is Jester's Cap. Use it, take out three of his Racks, and snicker a little just to rub it in. The Jayemdae Tome and Ring of Renewal can put extra cards in your hand—they cost mucho mana, but if you're being stung by The Rack, it can be worthwhile. A cheaper alternative is Icy Manipulator: for one mana, you can tap and deactivate The Rack. Keep a few artifact creatures in your deck, especially flying ones, as you'll need them to stop Specters.

### Land Destruction, or Magic for the Annoying

A Land Destruction deck (LDd) doesn't have to be any particular color. White has the all-encompassing Armageddon, red has Stone Rain and Fissure, green now has Thermokarst, and black has Blight. Four Strip Mines fill out every LDd. Most land destroyers rely on the Black Vise, The Rack's meaner big brother, to finish off helpless adversaries.

**Black:** If you're not using Dark Ritual in your regular deck, put 'em in now—even if you only get one swamp out, you'll still be able to cast something dangerous. Demonic Consultation is effective: just ask for basic land. Greed is a slightly more dangerous way of getting cards, as it risks Black Vise damage. Pox is the black Balance—if he's winning, this should hurt him a lot more than it does you.

**Blue:** Blue can't do anything about the hyperuseful Strip Mines, but Counterspell is cheap enough to slow down a LDd. Not many

people put extra basic lands in their sideboard, but blue needs mana more than any other color, so taking out the Leviathans and adding land is a good idea. Apprentice Wizard is a so-so source of fast mana.

**Green:** Green's various elves and the oft-seen Birds of Paradise make land destruction less effective. Although the elves only provide green mana, Untamed Wilds will let you bring another basic land into play when you need it.

**Red:** Luckily, many key red spells are very cheap to cast, and the Vise is just as vulnerable as The Rack. Conquer is

a glorious way to get extra land, but if you have five mana lying around, his LDd isn't doing so hot anyway. The Sisters of the Flame can generate red mana, but are a little expensive to be uniformly useful.

**Whites:** The previously mentioned Land Tax pretty much eliminates any threat from a LDd. Not only should one Tax be in your deck at all times, you should keep more in your sideboard. Hallowed Ground is a bit expensive, but is a nice way to protect your Mishra's Factories, or other land that you don't want to see blasted. And, of course, Balance is a great way to make your opponent regret his ways.

### Artifacts and

**Lands:** Every time a land is destroyed, sacrifice it to Zuran Orb and get a little stronger. Pay for Urza's Baubles in advance and use it when the extra card won't hurt you. Mana Batteries greatly reduce the usefulness of Armageddon-type cards. Fellwar Stones are even more useful. If you use a multicolor deck, a canny opponent will try to destroy all lands of one type first, so use Mana Batteries of your "weakest" color. Finally, the *Fallen Empires* mana-supplying lands are clutch.

### The Weenie Deck, or Magic for the Lonely

While creatures can be the most efficient way to kill your opponent, they are also the most fragile. A Weenie deck (Wd) generally features 20 or more creatures, none of any

great power. *Fallen Empires* did wonders for weenies, giving every color a way to bring 'em in quickly. These decks often have some "universal" enchantment to help weenies, such as Bad Moon, Crusade, Sunken City, or Orcish Oriflamme. Even if you have a big creature out, Wd players don't care if you pulverize a few of their faithful servants should the rest get to you.

**Black:** Pestilence can stop anything but a White Knight/Order of Leitbur weenie deck. Unfortunately, Pestilence also hurts you, so use Drain Life on your weenie-lovin' buddies to stay healthy. Add a few artifacts to handle protected-from-black creatures.

**Blue:** Control Magic will take your enemy's best weenie, or at least let one lame weenie kill another of his. Ray of Command, played after he attacks, can also take out two creatures via a mutually lethal block. Sleight of Mind plus Breath of Dreams or Wrath of Marit Lage will bury weenies beneath an avalanche of upkeep or prevent them from untapping. Prodigious Sorcerer-type pingers are also useful.

**Green:** Green is weak against weenies, being partial to them itself. Sandstorm will certainly help, but you might want two or three for pumped-up weenies. Tranquility is a great way to kill creature enchantments. Your most powerful play: Lure a Basilisk (or Venomed creature), destroying all his weenies in one vile attack.

**Red:** Pyroclasm is a dirt-cheap spell that

blasts most weenies out of existence. A flying weenie deck is hard to come by, so Earthquake can be helpful as well. Fireball can take out quite a few of them if you have lots of mana. Pyrotechnics often is a better deal, and Inferno (six damage to all creatures and players!) is good to have when the weenies have been pumped up by enchantments. Anarchy, of course, will obliterate a white weenie deck in record time, and doesn't have excruciating drawbacks if a Justice is in play.

**Whites:** White

again makes its case as the best stand-alone color, as Balance will snuff many weenies cheaply. Wrath of God likewise gives weenies a hard time. The attack-without-tapping Serra Angel can kill weenies on defense and attack. Or if you want your own weenies, white has the best around.

**Artifacts and Lands:** Rod of Ruin is a useful toy, although a bit expensive. Time Bomb is also a nice artifact, crushing weenies while leaving your big creatures in play. Glacial



■ Life force, green's main weapon against black, can completely shut down a discard deck.



■ A good card to have in your deck anyway, Land Tax is especially useful against a land-destroying foe.



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Chasm can buy you a few turns, and is cost-effective if your opponent has many creatures out already. Finally, Yotian Soldier works much like a Serra Angel.

### The Permission Deck, or Magic for the "Simon Says" Lover

Permission decks (Pds) always rely on blue. Naturally, it's difficult to win relying solely on countering everything your opponent tries to do, so Pds usually have a backup strategy or some critical card combination that, when successful, is near certain to end the game (can you say "Stasis"?). While Counterspell is cheap and effective, most solid Permission decks also include Power Sink and Spell Blast, which are most useful when he has more mana available than you.

**Black:** Once you summon a Hypnotic Specter, there's no counterspell in the world that can kill it. Sit back, wait for him to tap out killing the Specter, and cast another spell. Don't spend lots of mana on "important" spells—if he doesn't counter them, you'll know he at most has a Power Sink in hand, so cast your future spells accordingly. Save your Dark Rituals to "counter" Power Sink.

**Blue:** Power Sink is a great reply to an enemy Power Sink—when he blows all his mana trying to stop you, hit him with a one-mana Sink. Permission decks are often vulnerable to enchantments, so Iceberg is a good way to get more mana than your opponent. Deflection again comes to the rescue, as you can use it to re-target a Counterspell to itself! Mystic Remora is also good—you'll get a new card every time he counters something!

**Green:** Green has the most devastating spell next to Monsoon: Tsunami. While it too is vulnerable to Magical Hack, if you can get two of these off in the same turn (in case he crushes the first), you generally should go for it. Once you've nuked a good deal of his islands, he'll never catch up with you in mana, especially if you're using elves.

**Red:** Red Elemental Blast and Pyroblast are really the only things red can use to stop a counterspell. Monsoon (which requires green) will devastate a blue deck (as long he doesn't pack the Hack), since he won't be able to keep spare mana around to counter whatever you're doing. Stone

Rain and Conquer both help make sure you have more mana than he does. Manabarbs robs counterspells of cost-effectiveness.

**White:** Again, the Land Tax will help you get more mana than your Pd foe, but you'll want a few mana-producing artifacts to make things truly unpleasant—and keep a few spare mana for your COPs. Try to save up your spells, and cast them in a flurry—make the spell you really want to cast the last one on your list (this goes for the other colors, but

white tends to have a lot more cheap spells). Armageddon and Balance are great ways to make sure he never gets too much mana.

**Artifacts and Lands:** Mishra's Factories and Strip Mines are just beautiful cards: they can't be countered, are immune from hostile sorceries and enchantments, have no

casting cost, and can be tapped for mana too. Try to hold Strip Mine in hand, and play it when you see exactly two untapped islands. Strip an island, attack (to empty his mana pool), and go on a spell-casting frenzy! Late in the game, keep "useless" basic lands in your hand. If you can bluff him into thinking you have a handful of spells, he might hold his counters for the supposedly more important cards you're keeping in hand.

Defeating your opponent is not merely a matter of knowing his strengths and weaknesses; you must avoid the former, and exploit the latter, at every opportunity. By noting the above words of advice, your opportunities to win can only increase.

*Rick Moscattello, a strange visitor from another planet, can change the course of mighty rivers and bend steel in his bare hands. Hardest.*



■ Get the buns ready, cause you and Pyroclasm are gain' are on a weenie roast! Seconds, anyone?



■ Black's bread and butter creature, the Hypnotic Specter, can be used to whittle away at a blue permission deck.

## Killer Deck Vulnerabilities

**Direct Damage:** White is the best color to stop DDs. Reverse Damage is now better than COP: Red, as the latter is vulnerable to Anarchy. Justice is a nice enchantment, as he'll have to get rid of it if he wants to kill any of your creatures without hurting himself. Healing Salve and Alabaster Potion counter direct damage spells, and can save your creatures in a pinch.

**Discard:** Green narrowly beats out white for best color against a Discard deck, as Lifeforce completely shuts it down (and black has nothing like Tranquility, giving you the edge in a Lifeforce/Deathgrip contest). You'll still need Hurricane or Winter Blast to kill any Hypnotic Specters that come out early, and Crumble for when you get in trouble.

**Land Destruction:** White is tops here, as Land Tax is a cheap enchantment that nullifies land destruction. Balance is likewise an easy-to-cast spell that is often detrimental to land destroyers. Hallowed Ground can help you save your important lands, and Disenchant will quickly destroy a Black Vise, among other things.

**Weenie:** Many of red's best spells can be used on your opponent if there aren't any creatures around, making red the best against Weenie decks. Pyroclasm is an important exception, but precious due to its low casting cost. Earthquake can take out hordes of weenies at once and hurt your opponent, if you don't mind a bit of pain yourself. Inferno is also painful, and expensive to cast, but it can take out big or flying weenies. Lightning Bolt and Fireball are both general-purpose spells that will slow down any creature-based deck.

**Permission:** Permission decks are the hardest to nullify, as their whole design is to stop anything in general that you want to do. This is offset, of course, by the fact that Permission decks need some other strategy to win. Black may do the best here, as Dark Ritual allows it to get creatures, especially the important Hypnotic Specter, out before a Pd player has accumulated enough mana to be truly effective. Hymn to Taurach and Mind Twist are also useful, since even if he counters them, you've at least forced him to "discard" one card.

—Rick Moscattello



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BEHIND THE SCENES:

# MIDDLE-EARTH: The Wizards

Iron Crown Enterprises'  
designers, artists,  
and play-testers are  
bringing J.R.R. Tolkien's  
epic *Lord of the Rings*  
to card games.

BY EDWARD WILLETT



**Without fantasy fiction, there would be no fantasy gaming, and without *The Lord of the Rings*, there might be no fantasy fiction. J.R.R. Tolkien's 1950s masterwork trilogy effectively created the entire field of adult fantasy, thanks to the surprising success and rabid following it enjoyed in the '60s. From the ensuing worlds of fantasy writers sprang the original *Dungeons & Dragons*, in the mid-1970s, and thence came everything we enjoy as gamers today.**

It's not too surprising, then, that this autumn's release of *Middle-earth: The Wizards* by Iron Crown Enterprises is one of the most eagerly anticipated events in the admittedly short history of collectible card games.

When ICE decided to do a card game set in the same world as Tolkien's *Lord of the Rings* and its prequel, *The Hobbit*, the first step was to look at all the other card games already on the market. (For the

story of how ICE got the Tolkien license, and why Wizards of the Coast dropped out of the card game, see "The Licensing" sidebar.)

"We weren't operating in a vacuum," ICE Editing and Development Manager Coleman Charlton notes. "A lot of good creative work had already been done on this type of game—a lot of the mistakes had already been made, and corrected."

Keeping in mind what they knew about other games, and their own understanding of how a game set in Middle-earth could capture the flavor of Tolkien, ICE came up with two requirements:

1. The game had to be character-based. The memorable characters are an integral part of Tolkien's appeal.

2. The game needed a sense of movement. Tolkien's books are classic tales of quests, of journeys through Middle-earth and its many, memorable parts.

With this in mind, ICE next came up with the idea of making the principle characters the Istari, or Wizards.

"That worked out perfectly," Charlton says, "because in Tolkien's works, the gods, the Valar, sent five Istari to the world to help combat the threat of Sauron, so we immediately had five key players we could flesh out."

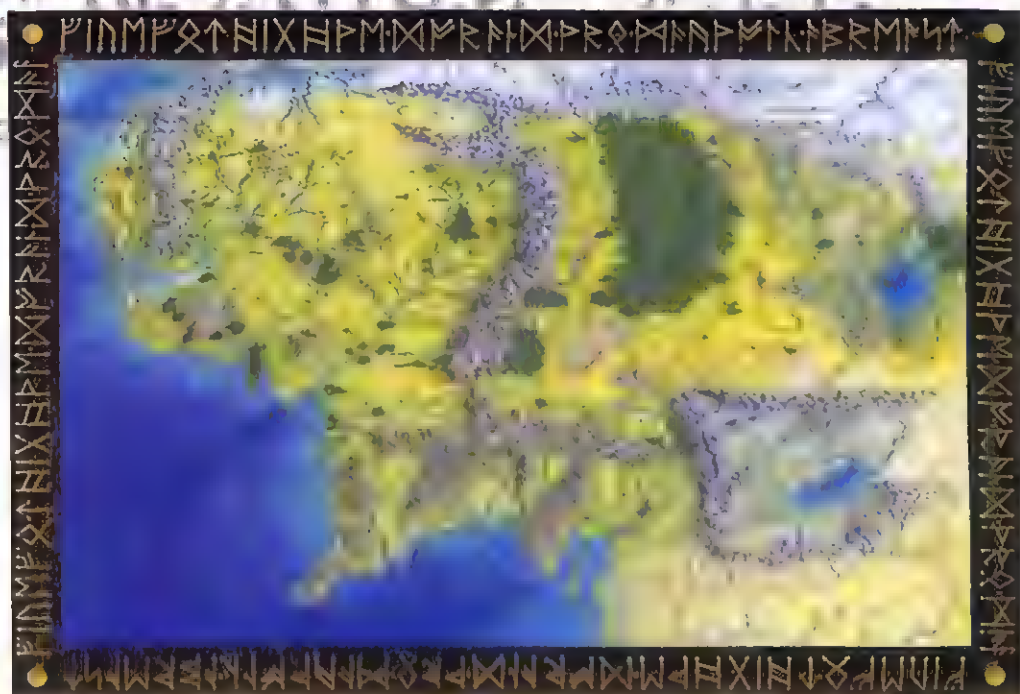


■ Legolas: Tolkien's most famous elf.

Charlton next sat down for "a month or a month and a half" and drew up a basic design. Then came "alpha phase": an in-house development team and out-of-house play-testers sat down with laser-printed, business-card-sized prototype decks.

Simultaneously, ICE President Peter Fenlon began getting artwork. Even before the game was designed, he knew at least some of the art that would be required.

"Because of the nature of the setting,



■ Tolkien's world, Middle-earth: Your playground in ICE's new game.

Artwork: Tolkien Enterprises



## THE LICENSING

Iron Crown Enterprises has published more than 100 Middle-earth-based products, including several board games (most recently *The Hobbit Adventure Board Game*) and two roleplaying lines: the *Lord of the Rings Adventure Game*, an introductory roleplaying game with a strong story-telling element, and the *Middle-earth Roleplaying Game*, probably the second-best-selling RPG of all time.

The company was founded by Peter Fenlon, now ICE's president, and Coleman Charlton, the chief designer, on the *Rolemaster* game rule set—a rule set that came out of an ongoing roleplaying campaign involving both Fenlon and Charlton, set in—where else?—Middle-earth.

"We attempted from the very get-go to talk to the Tolkien estate, simply because we felt we had a grip on Middle-earth and nobody was doing roleplaying games based in Middle-earth," Fenlon reports. Although their bid was originally rejected, a few years later, in 1982, they went back with "serious graphics" and other game elements and a deal was struck.

The board game rights were still held by another company, SPI. But it went out of business and was bought by TSR, which had already had legal run-ins with the Tolkien estate over certain elements of *Dungeons & Dragons*. The board game rights went to ICE just a few months after the RPG rights. "We were lucky to be in the right place at the right time," Charlton says.

*Magic: The Gathering*, of course, started the whole collectible card-game craze, and ICE's designers ran across it in 1993 at various shows and conventions. The company approached *Magic's* publisher, Wizards of the Coast, with the idea of jointly producing a Middle-earth card game.

An arrangement was worked out, but nothing ever came of it. *Magic* exploded, and WatC had to focus on managing its own growth. Thus ICE began work on *Middle-earth: The Wizards*. —Ed Willett

we had certain expectations we knew we were going to have to meet," he says. "Anybody who's read *The Hobbit* or *Lord of the Rings* is going to expect to be able to do certain things and see certain things." There would have to be cards for major characters such as Aragorn and Frodo, and for places such as Rivendell and Gondor.

Selection of art was doubly important because, given the glut of collectible card games, *Middle-earth* "had to be as pretty as anything on the market," Fenlon says. "So we wanted to start the art early—a lot earlier than, say, *Wizards of the Coast* might have started the art, relative to the design process."

ICE looked at all the other cards on the market, looked at all the artists' portfolios they had in-house, and made a list of the best artists around, plus a list of alternates. "Once we had a core of good artists and started working with them,

word of mouth sort of spread around, and people started to come to us," Fenlon says.

Drawing on the expertise of overseas play-testing groups, ICE latched on to remarkable artists like Jo Hartwig, well-known in the German fashion industry, who, Fenlon says, could do "phenomenal maps." He created a giant 3-foot-by-2-foot map of Middle-earth that Fenlon considers "the prettiest one ever done," and, based on that map, illustrated 52 region cards, each of which is basically a miniature map.

A man in Milan, Italy, suggested two Italian gaming artists. Stefano Baldo and Piero Montanini turned out to be "knock-outs," Fenlon says. "In fact, Montanini ended up contributing 50 pieces. So the two artists with the largest portfolios in this card set turned out to be foreign artists."

One of the American artists involved was Donato Giancola, who lives in Brooklyn, and who was contacted on the basis of an old portfolio "which I'd never send out again," he says. Once ICE saw his new portfolio ("they were quite shocked by my improvement," he notes), he became part of the team, eventually contributing 15 pieces.



■ The nine Nazgûl can lay waste to your company at any time.

Working in oil, he painted all of the major characters, including Gandalf and Frodo. But what he really enjoyed were the "domestic scenes," the ones not



■ Radagast the Brown, one of the Five Wizards sent to free Middle-earth from Sauron's evil tyranny.

overtly heroic or battle-oriented, because it allowed him "to portray the humanness of the characters a little more."

His interest in the softer side of Middle-earth worked out well, since he came into the project a little late and "some of the stuff no one else wanted to touch is the stuff I'm interested in."

Giancola has worked mostly as an illustrator of science fiction and fantasy book covers for Ballantine, Bantam, and Tor, but he says despite their smaller size, cards actually give him a chance to be a little more creative: he doesn't have to leave room for type.

"It's a nice thing to be able to design a picture edge to edge," he said.

Phoenix artist Liz Danforth is no stranger to gaming: she's been professionally illustrating games for 18 years. She's also a longtime gamer and Tolkien fan. "One of my earliest recollections was having *The Hobbit* read to me," she says. When she heard of *Middle-earth*, she made sure she was considered for it. It helped that she'd done black-and-white interior illustrations for other ICE Middle-earth products.

Danforth, too, ended up doing 15 cards, including all nine Nazgûl, three trolls, the Lindon Elves (who inhabit the Grey Havens), and the Elves of the Mirkwood.



The whole project took on a poignant, personal air because of the recent death of personal friend and noted science fiction and fantasy author Roger Zelazny ("Loss of a Legend," *News & Notes*, *InQuest* #5). "The blow was harder to me than when my own father died," she said. "I couldn't stop painting."

Using her painting as a way to deal with her grief, Danforth altered the Elves of Lindon artwork. One of the elves now holds a silver rose, a symbol with great meaning to lovers of Zelazny's work. And ICE, Danforth says, has promised to include, somewhere on the card, "To the Memory of Roger Zelazny."

Danforth, who paints mostly in acrylic, got into the card-illustration business early with *Magic: The Gathering*. Like Giancola, she appreciates the creative opportunities cards give her. Working on *Middle-earth: The Wizards* cards is just icing on the cake. "Tolkien is so much the foundation of fantasy that all of us are trying to stretch, to give our absolute best to Tolkien," she reveals.

With a total of 484 cards in the complete game set, the task of coordinating artwork for *Middle-earth: The Wizards* was huge. Looking after it was art director Jessica Ney-Grimm.

The longer lead time for the art helped the process of getting good art and making sure it all worked within the context of the game, Fenlon says. "We actually rejected pieces by a lot of good artists, having them redo them, or even shifting the pieces to another artists."

He notes that even the artists who were a little upset at having been rejected for perhaps the first or second time in their lives seem to have eventually come to appreciate the approach, having gone off and done even better work the second time around.

Most of the pieces were rejected because the artist got the details wrong. Paintings had to be absolutely faithful to the text of the book, something Ney-Grimm tried to ensure by sending out explicit text descriptions of the scenes or characters to be painted, accompanied by, in some cases, representative art. Having done so many *Middle-earth* products, Fenlon notes, ICE has had a lot of *Middle-earth* artwork pass through its doors already.

Of course, paintings are only one part of a card's design. It has a border, a back, and a certain amount of text.

In *Middle-earth: The Wizards*, there are five general categories of cards: Characters, Hazards (which can be creatures, events, or environmental situations), Resources (allies, objects, and so on), Sites,

and Regions.

The border of each type of card was given a distinctive texture by graphic designers Derek Carbonneau and Nick Morawitz: copper for resources, iron for hazards, paper for sites and regions (reminiscent of the parchment of a map), stone for characters. Thanks to the distinctive textures of the borders, Fenlon says, "even if you're color-blind, you can see the differences, and if you're not color-blind, it's vibrant. But there aren't so many colors and textures that it becomes distracting, which is a problem with a lot of games."

There are two distinct card backs, reflecting the play deck and the site, or "land," deck. The site deck cards consist of a miniaturization of Jo Hartwig's giant *Middle-earth* map, surrounded by a beautiful stone border; the play deck has the



■ Minas Morgul, the Tower of Sorcery, where evil breeds.

same border surrounding a black-water pool, out of which rises the burning, lidless eye of Sauron. "There's no writing on the back so we could have an international flavor, and because we found it distracting," Fenlon states. "And of course we could get away with it because with a graphic image like the burning lidless eye, there really wasn't much way to mistake what you were dealing with."

Text on the card face is similar in amount to what is on the *Magic* deck, Charlton says, although the numbers mean different things: the *Middle-earth* cards have two numbers called Prowess and Body. Prowess is how tough the card is for attacks, and the Body number allows characters to be wounded but carry on,

## THE PLAY-TESTING

No matter how good your designer is, you can't really know how your new game will play until you get it into the hands of some actual players. The play-testing of *Middle-earth: The Wizards* began in-house but soon involved people all over the world.

"Even before we went into the out-of-house play-testing, we knew we had a pacing problem," ICE Editing and Development Manager Coleman Charlton remembers. In the initial rules, each "company"—a collection of characters—would play a region to move through. After playing a sequence of regions, the company would arrive at a site, like Lonely Mountain.

That took a lot of time and cards. Now a destination is simply played with the company; the regions have been abstracted into a "site-path" that indicates the types of terrain the company had to move through to get to that site.

The biggest change made in play-testing, however, was in the makeup of the deck itself. "The main thing in play-testing is balance," Charlton says. "A card will seem right when you haven't played a whole lot, but once you play-test it, you start to notice it can be overwhelming or out of balance with various other things."

One thing that makes *Middle-earth: The Wizards* different is a random element. Originally, random numbers were included on the cards, and they're still there, but play-testers, many of whom brandished fistfuls of dice, found them superfluous. The finished game can still be played without dice, but two six-sided dice are recommended.

Those random numbers on the card caused an entirely unforeseen problem, Fenlon adds. Some groups "literally found a way to build decks around the random element on the card, ignoring to some degree the intrinsic value or the nature of the card, just putting cards in the deck to generate certain random results—which is very bizarre. We didn't expect it, but when you're deck building, assuming your game has a pretty rich variety of opportunities, almost any kind of approach is possible. We actually had guys building decks just to kill or have a high probability of killing other guys, even though that meant they probably wouldn't win!"

Play-testing also allowed ICE to fine-tune the victory requirements, making it possible for one version of the game to be played in under an hour.

Some groups were better than others at providing feedback. The foreign groups created their own subnetwork of groups, providing ICE with "more bang for the buck," Fenlon says. Their feedback offered a view of the game from various cultural perspectives—French, German, Italian, and Spanish—that was particularly useful when it came time to put text on the cards.

"They have to do a literal translation, so they're very picky about the wording, which is a big help," Charlton says.

—Ed Willett



## THE PLAYING

So how does a hand of *Middle-earth: The Wizards* play? Like this...

Both players start with a group of characters, and one or two minor items, at the safe haven of Rivendell.

(One of the unusual things about *Middle-earth: The Wizards* is that the wizards are all supposedly on the same side: they're all trying to destroy the Dark Lord, Sauron. The battle is more for leadership of the fight against Sauron than it is just to destroy the other wizards. That's why everyone starts in the same location, which in the books serves as a kind of headquarters and staging area for the fight against evil.)

Each player draws a hand of eight cards and rolls a die to see who goes first. Whichever player wins the roll starts the turn with an organization phase. First, he divides his characters into "companies," which can range from a duo like Frodo and Sam to a group of as many as seven. He can shift characters between companies if they're at the same location, or bring in a new character if he has one in his hand and certain characters already deployed in the proper place.

Next comes a movement phase. The player places a face-down site card on each company, then reveals one of them: say, the Old Forest. The Old Forest card includes a site path, showing the regions the company has to travel through to get there.

The movement phase is followed by a hazard phase. The opposing player can play hazard cards on the moving company, based on the regions they've moved through. (There's a limit to how many hazard cards can be played on a company: the larger it is, the more haz-

ards can be played on it.)

After combat (if there is any; some hazards, such as The Doors of Night, which casts a shadow over the land, simply make other hazards more dangerous), the players refill their hands, and the first player turns over the movement card on top of his next company, if he has one. Another hazard phase follows, and the process is repeated until the first player has moved all his companies.

"You fill your hand out to eight frequently during play, so you're going through the cards and seeing lots of cards," Charlton says. "That's a key element of the play in our game. It's easier to obtain combinations and get the cards together that you need at a particular place or to face a particular foe."

Once all the companies have moved and dealt with their hazards, there's a site phase for each company, assuming they survived (they usually do, Fenlon says, although if the opposing player has "pounded them properly" they may arrive at a site unable to do anything). During the site phase, the company can take actions appropriate to the site they've reached, everything from playing items to releasing prisoners to bringing factions into play on their side. There may also be an automatic attack if the site is dangerous: if you travel to Lonely Mountain, for instance, you must face Smaug.

The final phase is the end-of-turn phase, during which events that lasted only to the end of the turn are replaced, and the players fill their hands out to eight cards again.

The second player now takes her organization, movement, hazard, and site phases.

Repeat as necessary until somebody wins!

advanced to the printing stage. Several sheets were printed, each bearing multiple cards. These sheets were composed according to the rarity of the cards.

The next step is getting the cards into stores. "Our guess is that, with the level of care we've taken with the packaging and with the art, it will be visually stunning," Fenlon says.

Even with the product finished, there's still more to do. "We have a set of five skills: a warrior skill, diplomat, scout, ranger, and sage," Charlton notes. "Because of our limitation on the number of cards we had and the commissioning of art early on, we have a half-dozen of each one, but we have room to flesh that out dramatically. Same thing with the hazards and the creatures. There's just a wealth of danger in Middle-earth that didn't make it into the first set of cards. There's at least three dozen dragons described we'd love to be able to get the cards and the art for."

In fact, Fenlon says, look for *Middle-earth: Dragons* in 1996, and *Middle-earth: War Hosts* in 1997.

But even that won't exhaust Middle-earth for the company that's been mining its riches for the past 13 years.

"There's a ton of stuff to do," says Fenlon. "We're still doing roleplaying products. We literally could go another 50 or 100 products and still have something to offer. There's just so much there: places to go, people to meet, things to do. And those things, for the most part, have yet to be published."

Despite being immersed in Tolkien for so long, both Fenlon and Charlton remain fans. "I'm less giddy about it, but maybe more respectful now than when we started," Fenlon says. "I was a big fan of the story and the depth of the setting that was suggested, but it's only really been over the years, studying and restudying secondary text and papers and really getting into the languages, that I realized how really cool his conceptions are, and as a world, as an alternate reality, how uniquely rich it is."

"I've always been a gamer first and a settings guy afterwards," Charlton says, "but my favorite fantasy setting has always been Middle-earth. I'm not the expert Pete is, but I've read the books a number of times. I couldn't imagine doing a different fantasy setting in the detail that we have available to us in Middle-earth. So as a game designer, I guess it's a perfect situation."

Edward Willett is a freelance writer in Regina, Saskatchewan. Cross him and he'll crush your head like a grape.

which happens frequently in the books. In the game, if a character is wounded, he rolls against his Body number to see if he survives. Those two numbers are on a

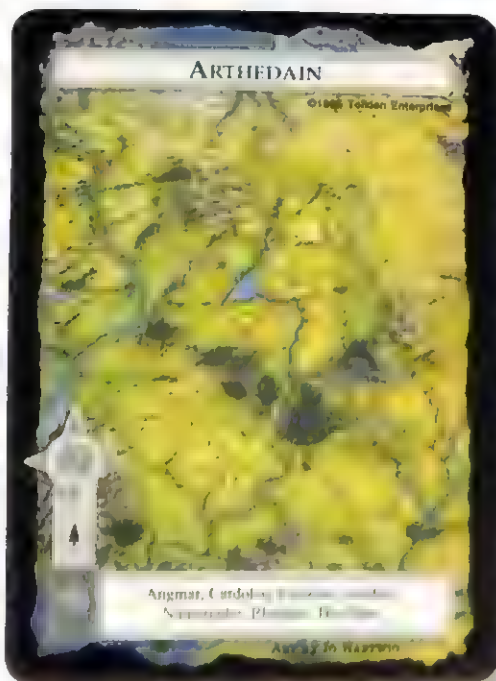
shield in the lower left corner of the card.

The most important numbers, representing the value of the card, how much influence it takes to control a character, and how much control a given character has over his followers, are located in the upper-left-hand corner of the card. That allows players to hold their hand as they would a hand of ordinary playing cards and still see all the pertinent information.

The only information in the lower-right-hand corner of the card relates to corruptibility. A unique aspect of *Middle-earth: The Wizards* is that characters must deal not only with fighting and killing and magic, but with the temptations of greed, selfishness, and the allure of Middle-earth itself. Certain objects, such as the One Ring, are very powerful, but carry great risk of corruption. Wizards are particularly vulnerable. Some play-testers, Fenlon noted, even constructed decks specifically designed to corrupt their oppo-

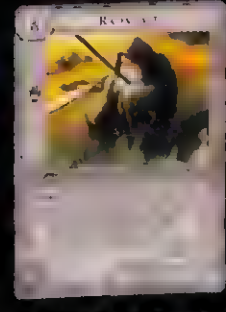
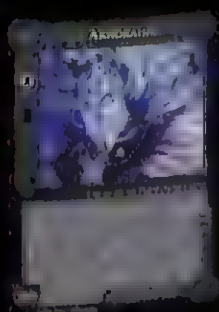
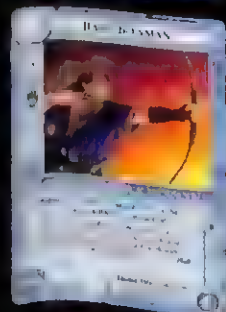
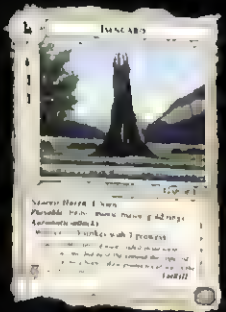
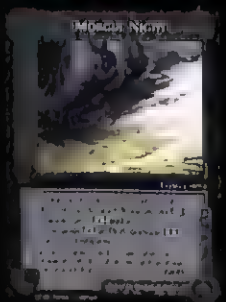
nent out of the game

With its look and text set, the game



■ Arthedain, northwestern Middle earth, contains the Hobbit's famous Shire





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# On Deck

Reviewing the latest releases in collectible card games.

## RATINGS

\*\*\*\*\* THE BEST

\*\*\*\* VERY GOOD

\*\*\* AVERAGE

\*\* WEAK

\* POOR

## Battlelords

**O**ptimus Design Systems' *Battlelords of the 23rd Century* roleplaying game is a talented amateur effort, but the *Battlelords* card game from New Millennium Entertainment is handsome, polished, fast-playing, and fun. You needn't know the RPG to play the card game, but without foreknowledge, the novice gets a trippy experience plunging into the weird Fornax Galaxy, home to a dozen alien races, ruthless mercenaries, Python Lizards with Thwack'em Sticks, and homicidal grannies.

In this colorful, screwy milieu, two or more players (the game works best with four to six) become commanders of mercenary companies. By completing missions in the Hotspots of four galactic subsectors (Industrial Province, Denderon Hemisphere, Plains of Desolation, Voidlands), you earn fame and fortune. You play to a preset level of Reputation points: 35 for a short game, 60 for a long campaign.

Along the way, you hire Battlelords and PUDs (Personnel Under Development, dull-witted cannon fodder), buy weapons and cybernetic equipment, fight rival companies, talk trash about your enemies, and carry out almost any mission—for a price. You also have terrific fun.

For all its merits, the first thing you notice about *Battlelords* is also the worst it has to offer: the rule book. It's dull and ugly. Also, imagine the absolute smallest type size any sane company would ever use to print game rules. Well, the *Battlelords* type is half that size. It's just silly. Your local retailer may have a large-print version that New Millennium distributed with press releases, or maybe you can borrow a microscope from a high school science lab.

The rules themselves are well-written, and the cards look sensational. Printed at Upper Deck on good, slick stock—slippery, actually—they are highly colorful, well-designed, and beautifully illustrated by Quinton Hoover, Anson Maddocks, Phil and Kaja Foglio, Doug Shuler, Heather Hudson (some of her best work), and other popular *Magic: The Gathering* artists. These cards are state of the art.

There are two types of decks in *Battlelords*: Fame decks and Fortune decks. There are seven card types in your Fame deck, including Hotspots, which represent a battleground and provide income (different kinds for each subsector), Missions (Legit, Criminal, or Neutral), Battle cards that grant bonuses in combat (Surprise, Dodge, Crouch, Trick Shot), and Wild Events (Defections, Bar Room Brawls, and the ever-popular Plas-moid Devourer).

Your Fortune deck holds the assets you hire with Credits: Battlelords (unique characters like Cyron Zakka, Cole Creag, and Granny), PUDs (generic wannabe scouts, spies, thieves, hackers, and Mutazchen Proton Controllers), Operations that enhance your Hotspot incomes (Black Market, Slave License), Equipment (Energy Mace, Frag Grenade, Power Arm), and the magical powers called Matrices, which you cast using psychic troops called Controllers. Use the Mind Strangle, Luke!

Keeping 12 different card types straight gets tricky in your first game or two. And all those alien races—Chatilians, Cizeracks, Eridani, Gen-Human, Mazian, and Mutachan (and that's just the first half of the

## THE BOX

### BATTLELORDS

Limited Edition

Publisher: New Millennium Entertainment

Designers: Bernard Trombley,  
Alex Jurkat and Eric Leslie

Genre: Science Fiction

Set Size: 331 cards; four chase cards

Release: August 1995

Packaging: 60-card Commander's Starter  
Decks; 15-card Reinforcement Boosters

Suggested Retail: \$7.95 per starter; \$2.50  
per booster

Ratings: \*\*\*\*



## Battlelords Card Description

- A. Name:** Zen Mystic, Cizerock Heroine, Food Broker, this is where you'll find 'em.
- B. Cost to Hire:** You don't get nothing for nothing, and this tells you how much you pay to get this card out.
- C. Type:** What kind of card you're playing. This card, for example, is a PUD card. Other cards generate mundane and Mystic effects.
- D. Description:** Bold print describes a special ability. The italicized text denotes flavor text.
- E. Melee:** How well you fight up close, one-on-one.
- F. Ranged:** Long distance attacks. Important if you want to fight over your lines of defense.
- G. Defense:** As the name states. PUDs are gonna be shot at and assaulted. The better they can defend, the longer they will live.
- H. Racial Type:** This is, after all, a game that spans the limits of space. Each race is represented by a symbol. Each race has its own unique characteristics.



alphabet)—forget it! Fortunately, the rule book includes basic rules that leave out some card types, and the races seldom affect play.

You start with 10 Fame Points, which let you recruit Battlelords, and an affiliation, Legit or Criminal, based on how you build your deck.

In the unusual and interesting turn sequence, all players complete each step simultaneously. First, everyone fills his Fame hand to five cards, and can spend Fame points to buy extra cards. (Fame points are earned by winning battles, and fluctuate throughout the game.) Then everyone collects Credits based on the Hotspots in his Command Display (playing area); you can collect Legit or Criminal income, depending on your affiliation. Then a draw from the Fortune deck determines who goes first in the next four phases.

**Purchase:** Draw five Fortune cards. Buy any or all of them with Credits or Fame points. Any leftover Credits can be converted to Fame points. Discard unbought Fortune cards. Your best bet is to spend your first 10 Fame to buy Hotspots, which provide more Fame and Credits. Otherwise, your game might stall before it really starts.

**Organization:** Set up your squads. One Battlelord can lead a number of PUDs equal to his Command score. Battlelords are face-up, PUDs face-down.

**Assignment:** Each squad gets a mission, either Defense (protecting your Hotspots and Operations), Face (picking a fight with an opposing Battlelord to gain prestige), or a Mission card. Mission cards give this game lots of flavor and some strategic depth. Each Mission can be either Legit or Criminal, includes two different payoffs, and requires certain skills to complete (*à la Star Trek: The Next Generation Customizable Card Game*).

A completed Mission not only pays Fame points but increases ability. For instance, if you complete the Anti-Insurgent Mission and insert a Rebel Sympathizer on a hostile planet, you gain five Fame, and the successful Battlelord gets +1 in melee combat and the Concealment skill. This means

that a commander who gets ahead can get further ahead faster. However, only two Mission cards can improve a given Battlelord. And Battlelords don't last too long anyway...

**Mission:** The combat phase of *Battlelords* shows that life is cheap in the Fornax Galaxy, but also that combat can be slow. In the Skirmish subphase, you target a squad, Operation, or Hotspot, attacking either melee or at range. You and your opponent stack your face-down PUDs and turn them up one at a time. As in *Magic*, each PUD deals its damage to the other simultaneously, trying to overcome the opposing defense total. Hordes of modifiers can make your life, and the battle, complicated. Battlelords, supporting Battle cards, weapons, armor, cybernetics, equipment, magical Matrices: it all comes down to attack vs. defense, but only after a lot of figuring.

After one exchange, Battle cards get discarded, the losing PUD goes to the big galaxy in the sky, the winner goes to the bottom of the active PUD stack, and it all repeats until one side wins. The attacker can retreat from a bad spot by spending two Fame points.

**Aftermath:** A winning attacker who still holds the necessary skills gets the Mission card payoff or (for Face missions) Fame points equal to the Hotspot's income.

**Victory:** The first two Missions completed by any one Battlelord count for 10 Reputation points. After that, a mission completed by that Battlelord will only count for one. This nice touch keeps your Battlelords cycling through the Command Display.

One Fame point counts as one Reputation point. If any player has exceeded the required Reputation points, he wins. Otherwise, each player may pay Fame points to put Hotspots into play or re-activate face-down Hotspots. Then everyone may discard any or all cards, and a new turn begins. (When you've used all of your Fame and Fortune cards, you re-shuffle and re-use them.)

*Battlelords* presents many interesting options for deck design, its beautiful cards are inventive and mostly balanced, and it works well against one or many opponents. Game play is smooth and quick, except when combat modifiers start piling up. The learning curve is steeper than that of *Magic*, but once you get all the cards straight, play is only about as complex as TSR's *Blood Wars*. However, the game does play very awkwardly without a tuned deck. New Millennium might have distinguished Fame card backs from Fortune backs, and the rule book desperately needs **larger print**. If your eyesight survives, *Battlelords* will make you wonder why you waited so long to heed the call to arms and strive for galactic fame.

—Allen Varney

TIME OUT!  
WHERE THE \*%\$!'S  
MY GUN?!





## Highlander

### THE BOX

#### HIGHLANDER

**Publisher:** Thunder Castle Games

**Designers:** Mike Sager, Bob Liff, Terry Eldred, and Troy Kreissler

**Genre:** Fantasy Swordplay

**Set Size:** 165 cards

**Release:** August 1995

**Packaging:** 52-card starter decks;  
15-card booster packs

**Suggested Retail:** \$8.95 per starter;  
\$2.45 per boosters

**Rating:** \*\* 1/2

**I**n *Highlander*, Thunder Castle Games' newest CCG, you play an Immortal, a powerful, nomadic humanoid who can only be killed by beheading. You can play a Persona deck in which you gain the abilities of one of the Immortals from the *Highlander* films or television series, such as Connor and Duncan MacLeod, Amanda, Nefertiri, Slan Quince, and others, or you can play a Generic Immortal deck, which allows limited use of the skills of all Immortals.

Your near-eternal life is an ongoing journey toward the Gathering, where the Immortals will battle to the death. The last Immortal will receive the Prize, an unusual goal in that, while each Immortal greatly desires it, none seem to know exactly what it is. Could be total mastery of time and space; could be a nifty Kurgan Decoder Ring.

That's the premise of the game. In simpler terms, you and your opponent whack at each other with long, sharp pieces of metal until one of you bites it. In between whacking and whack-blocking, various other activities and intrigue occur, just like in the TV series. In fact, if you end up with a Quality Blade card, you even get a commercial:

"Now you can wield the Official *Highlander* katana forged by the master craftsmen at Noble Collection. Include this card with your order to receive a 10 percent discount off this exquisite blade, created just for *Highlander*."

When you think about it, sword fighting isn't really all that complicated. You attack, you block, you run away, maybe you die. Aside from struggling to pull out your cellular phone to order another Quality Blade, that's basically it.

Most of the cards in *Highlander* are Attacks or Defenses, easily identified by a Combat Grid in the upper-left corner. The grid indicates the target area of the attack or the coverage area of a defense. An Upper Right Block, for example, will defend against an Upper Right Attack; however, since you can't launch an attack into the same area where you just blocked, your choice for an attack would then be limited to, say, a Middle Left Attack. Unless special circumstances allow, you can only play one defense per turn, although a single block can defend against multiple attacks to the same area.

There are nine basic attacks and six basic defenses, which appear to be the most common cards in the mix, as well as non-basic defenses such as Guards. As opposed to basic defenses, which are discarded as soon as they are played, guards are "standing defenses," which remain in play until a new defense is chosen. A guard will protect an entire side of your combat grid but also prevents you from attacking that area.

Each Immortal has a variety of special attacks and defenses, such as stalking and dodging; personalized defenses can be used in Generic decks, but personalized attacks can only be used by the appropriate Immortal.

The most sought-after cards are sure to be the Personas, of which there are eight in the basic set. On one side of the Persona card is the name and image of the Immortal; on the other, a brief character history and

## HIGHLANDER



### Highlander Card Description

- A. Type:** This symbol will tell you in what way an immortal can attack or dodge an attack. They also point out special abilities like events, situations, and objects.
- B. Name:** This is the name of the card. Some

cards will indicate whether they are usable only by certain Immortals.

- C. Description:** Simple enough. This describes what the card can do.



a list of special abilities. Nefertiri, for example, can draw cards at any time during her turn, while Xavier St. Cloud gets to make an additional attack.

If you use a Persona, you must build your deck around that character. However, the Persona itself is not actually part of the deck; it's set down before the game to let your opponent know the nature of your deck.

Along with Personas, there are three other classes of Special cards: Events, Situations, and Objects. Events are discarded as soon as they're played, whereas Situations and Objects remain in play. As with attacks and defenses, most Special cards are generic, while some of the more powerful ones apply to specific Immortals.

The Special cards add much-needed variety to the game. A Disarm could take away your weapon, but a Watcher could toss you an extra one. A Gypsy might help you glimpse your opponent's hand, while the Scorn of your mortal peers could reduce the number of cards in yours. A Head Shot could end the game in one blow, unless you escape to Holy Ground. Special cards can be used individually or in combination with attacks, defenses, or other Special cards already in play.

Plots, drawn from the television series, are ready-made combinations of two Situations and one Event. They add particularly powerful effects to the game. Each card in a particular Plot must be played in sequence over at least three turns. Luckily, other Special cards can disrupt plots as they thicken.

Despite the complexities and combinations produced by the Special cards, *Highlander* is fairly simple to play. Unlike *Magic*, which has a turn sequence that could double as launch prep for the space shuttle, *Highlander* features a straightforward three-phase turn:

**1. Defense Phase:** You may play a Defense, a Special card, or both in any order, though only one Special card can be played per turn.

**2. Attack Phase:** You may play an Attack, a Special card, or both in any order; normally, only one Attack may be played per turn, although some Special cards change this.

**3. Draw Phase:** You may draw back up to your Ability or you must discard down to your Ability, whichever applies. You may not play cards during your Draw Phase. "Ability" is *Highlander*-ese for life points. Cleverly, it's also the number of cards you're allowed to have in your hand at the end of your turn. You start out with an Ability of 15 and a 15-card hand. If you gain or lose points during a round, you adjust your hand accordingly at the end of your turn, so "draw phase" is kind of a misnomer. This phase ends your turn. Repeat this sequence until—you guessed it—there is only one.

Your play deck represents your Endurance: how long you can last in a duel without growing tired. Decks are a minimum of 50 cards and a maximum of whatever you like. Once you draw your last card, you lose five Ability. Then you get your "second wind," shuffle your discard pile, and start over. If you begin your Attack Phase with an Ability of zero or lose your head to a special attack, you're out of the game, and, assuming you're playing a two

player game, your opponent wins.

Oddly, the rules never explicitly state the number of players for which the game was designed. Anyone who's seen a *Three Musketeers* movie knows that sword fights can include thousands. Is this supposed to be a two-Immortal duel?

The rules should clear this up, but the rules are the biggest problem. Instead of a detailed rule book, the "essen-

tial" rules are provided on four cards. But once you start building a deck and playing, complications arise.

Who goes first? (According to a Thunder Castle Games representative, flip a coin to decide.) How do you lay out your cards? (TCG suggests you leave Defenses, Attacks, and Events in play until your opponent has a chance to respond to them.) Is the discard pile face-up? (That's how TCG plays, but it doesn't matter.) Can your opponent look through it? (Sure.) Do you take separate turns or play attacks and defenses simultaneously? (Separate turns.) Where's Ramirez when you need

him? (See On the Shelves on page 22.) Thunder Castle's Web page ([www.cnj.digex.net/~eljay/tcgames.html](http://www.cnj.digex.net/~eljay/tcgames.html)) offers further rules clarification.

Granted, *Highlander* play relies as much on individual card text as on the rules.

However, understanding a particular card sometimes requires having another card, as with the Plot combos.

The video stills used to illustrate the cards are too dark, and the scenes featuring Connor MacLeod are very grainy. The slick coating on the cards makes it frustrating to handle the large hand the game requires. And that tacky pink wrapping on the boosters has got to go.

Collation is a minor problem. It's unlikely that one starter will contain a legal deck (or a complete Plot), although two starters should yield two playable decks.

*Highlander's* fan base could produce a ready-made audience for the game. However, the rarity of the Persona cards may lessen the game's appeal to Immortal wannabes. So will the rules' ambiguity.

This game does have potential, but it won't be realized unless the improved rules are widely circulated. (We're not all on-line!) And given the rapid movement of the current CCG market, by the time this happens, it may be too late.



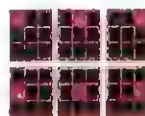
Look out! Connor's eyes are following you.

#### EXAMPLES

##### Attacks



##### Can Be Blocked By...



##### Can Be Dodged By...



#### SPECIAL CARDS



How complicated can a game about decapitation be?

Jack Skrip



# On Deck

## Game Reviews

### THE BOX

#### LEGEND OF THE FIVE RINGS

##### Imperial Edition

**Publisher:** Alderac Entertainment Group

**Designers:** Dave Williams, Matt Wilson, and Ryan Dancey

**Genre:** Historical Fantasy

**Set Size:** Over 300 cards

**Release:** September 1995

**Packaging:** 60-card semi-sorted starter decks; 15-card booster packs

**Suggested Retail:** \$7.95 per starter deck;

\$2.45 per booster pack

**Rating:** \*\*\*\*

## Legend of the Five Rings

**F**or five millennia, Rokugan grew under the wisdom of the Hantei Emperors and the philosophy of the Five Rings. Five clans rose to the fore, supporting the empire, and keeping the mysterious races of Goblins, Barbarians, and worse at bay in the Shadowlands.

The Emperor nears death, and his last act will be to name a successor, a warlord from one of the five clans, to begin a new Dynasty. The leader the Emperor seeks will have to be warlike enough to earn the respect of the other clans, cunning enough to avoid assassins and revolt, and honorable enough to gain allies from among the mighty warriors and mysterious wizards who populate Rokugan.

*Legend of the Five Rings*, Alderac Entertainment Group's entry into the collectible card game market, places you at the head of one of the five Clans. Through warfare, guile, sorcery, and diplomacy, you must earn the position of successor to the Emperor. One of the strongest points of *Legend of the Five Rings* is that a player can win by eliminating all other contenders for the throne, by gaining 40 "honor" points, or by having all five Elemental Ring cards in play at the same time.

Each player begins the game with two decks, one made up of a minimum of 25 Dynasty cards and the other made up of a minimum of 25 Fate cards, face-down in front of him. Also face-down are four Dynasty cards, representing the four provinces your Clan controls. The only other "card" in play is your Stronghold (printed on the back of each starter deck), which contains your Starting Honor, Gold Production, and Province Strength. Five Fate cards make



up your playing hand. Game play has six turn phases:

**Phase One:** Straighten (untap) any Bowed (tapped) cards. Most cards bow when you use them. For example, attacking units bow, as do spellcasting Shugenja (sorcerers) and gold-producing Holdings like mines and farms.

**Phase Two:** Turn all Dynasty cards in your Provinces face-up. Any Events revealed must be resolved, and immediately replaced. If you turn up the Event



#### Legend of the Five Rings Card Description

- A. Name:** Loads of difficult-to-pronounce Oriental names, along with other novel headings.
- B. Force:** This is your attack potential. For all you Crab and Lion clan people, this score matters a lot. Objects will record force bonus here.
- C. Chi:** The inner strength of a character. High Chi's are a must for personal duels, and for a shugenja to cast spells. Objects will like wise record bonuses here.
- D. Honor:** This number indicates how much honor is needed to put this card into play. It differs from the honor inherent to a personality or family.

- E. Honor (Personal):** This is the honor a card starts out with. Needless to say, in a Japanese-style game, honor is everything. Don't let it go below zero.
- F. Gold Cost:** Everything has a price. Some cards provide gold—but just about everything in this game costs gold to put into play.
- G. Description:** Usually prefaced with important info about clan alignments or race. The smaller text fleshes out the purpose of the card.
- H. Focus Value:** Used for personal duels, you draw these cards to add bonuses to your strike, drawing on inner strength to defeat your opponent.



card Evil Feeds on Itself, which causes the player with the lowest honor to lose a Province, the effect would take place immediately. You'd then take the top card from your Dynasty deck and place it face-down in the vacant Province spot.

**Phase Three:** Play Limited or Open Action cards from your hand or from cards in play, at no cost. Other players may either play open actions or pass. This Action phase allows you to augment the power of any Personality (warrior or wizard) in play with cards like Medium Infantry or a +1/+2 Naganata weapon.

You can also hurt an opponent. Try playing Marries a Barbarian to penalize a Samurai and his owner.

The third option is to lobby for Imperial Favor. If gained, the player may draw a card, restore honor, send units back to players' hand, or prevent the loss of family honor. When all players pass, the phase is over.

**Phase Four:** Send your units against an opponent's Provinces. Each unit may make one attack against any Province. Both the attacker and defender may ask other players to join in either the attack or defense. Allies can gain two Family Honor Points by participating on either side of the combat, but risk their troops in the process.

Each battle for a Province is handled separately. All players involved, beginning with the defender, may play a battle action or pass. When all players have passed, no more cards may be played, and each side's Force points are added. Damage is assessed, Honor Points are earned for each card destroyed in combat, and, if enough damage is done, the attacked Province might be destroyed, too.

There's much more to combat than this. Battle in *Five Rings* requires both strategy and tactics. Ranged weapons can take out a force before it attacks. Battle Actions can cancel an attack and save a Province, or lead to exciting one-on-one duels between Personalities, the results of which help the winner's side.

**Phase Five:** Dynasty cards resting in your Provinces can now be brought into play. You may also discard unwanted Dynasty cards. Fill any empty Province with a face-down Dynasty card to conclude this Phase.

**Phase Six:** Draw a Fate card, and end your turn.

One of the concepts that tests players' resource-management skills is Holdings. These produce gold, one of two prime ingredients needed to bring a card into play. Gold is limited early in the game, and judicious spending can often be the difference

OW! THAT'S IT! I  
DON'T CARE HOW COOL WE  
LOOK, I'M NOT HOLDING THIS  
SWORD LIKE THIS ANYMORE. GO  
GET ME AN OUCHLESS!

between winning or losing. While it's tempting to get a Personality out right away or hire supporting troops, it might be wiser to develop Ports, Mines, and Temples to insure a constant source of funds.

Honor is another multifaceted concept that is every bit as important as warfare in *Five Rings*. Personalities won't pledge themselves to your Clan unless you meet their minimum Family Honor requirement. Likewise, Troops won't serve a Personality unless his Personal Honor is high enough.

The impressive depth of *Legend of the Five Rings* surpasses these cursory descriptions. Decks can be built to reflect the strengths and weaknesses of each Clan: the militant Crab Clan lives for battle but lacks diplomatic skills, for example, while the Crane Clan prides itself on its diplomacy. Couple deck-building options with the multiple paths to victory and it's easy to see why *Legend of the Five Rings* will challenge a player's skills and sustain his interest.

What's amazing is that this preview was done using only 70 unique cards. Yet our group was able to win both by fighting and by amassing Honor points. We came up with great killer combinations, and we rapidly learned both the value of diplomacy and the sickening frustration of treachery.

The cards themselves are high-quality. The stock is thick, and the same plastic coating used on a good deck of regular cards guarantees long life and easy shuffling. The artwork varies from fair to outstanding, but all of it is interesting because of the unique theme of *Legend of the Five Rings*. The flavor of the Japanese influence mixed with fantasy elements make the cards a pleasure to look at, while the simplicity and clarity of the layout make them easy to learn and play.

The initial set of rules needed to clarify certain procedures. When contacted about rules interpretations or omissions, Alderac had all the answers, and promised that the final rules would erase the problems found in the preliminary set.

*Legend of the Five Rings* will use an unprecedented format for its starter decks. Termed "semi-sorted," each starter deck will be geared to the Clan whose Stronghold statistics are on the back of the box. It will contain all the common cards necessary to play that Clan immediately, with the remainder of the deck made up of random cards. The 15-card booster packs will contain the standard mix of one rare, three uncommons, and 11 commons.

If given a chance by the card-playing public, *Legend of the Five Rings* will not only survive the card-game glut, it should be one of the more popular games. It easily immerses you in its storyline, something that even *Magic: The Gathering* failed to do initially. The fact that the game challenged me on more than one level solidified my positive reaction toward *Five Rings*. Also, you can frequently do things during other player's turns, not just sit there and watch your cards get pounded.

*Legend of the Five Rings* deserves the attention of collectible card game players as well as traditional board game players. It packages the best elements of both in a format that is easily learned and enjoyable to play. I can't wait to see the rest of the cards. Until then, may your clan grow strong and your honor remain unstained

Jim Trunzo





INQUEST

# CONTEST

INQUEST PRESENTS:

## The InQuest

## Expansion Contest

Even though new *Magic: The Gathering* expansions are on the way, they still can't come fast enough for us. So we'd like you to come up with the next great *Magic* expansion. Hey, if you can play it, maybe you can make it.

### How to Play

You've got to come up with a completely original *Magic: The Gathering* expansion set and tell us all about it. We need to see:

- The title of your expansion.
- The premise behind it (like the world in the bottle of *Homelands* or the *Mishra-Urza War of Antiquities*). Keep it brief, no more than 100 words.
- Your rendition of one of the cards from this expansion set. It must contain everything

a real *Magic* card contains (casting cost, card type, your expansion set symbol, and so on), must have original artwork or photography, must be on unlined paper or posterboard no larger than 8 inches by 11 1/4 inches, and can be in any medium (oils, crayons, offal) except neon inks or glitter! Heck, use a real *Magic* card and do up a new front if you want.

Do these things and do them well and you could be king of the expansions with our nifty...



## ► Grand Prize (One winner): ►

One lucky reader will receive one pack each from every stinkin' *Magic: The Gathering* set ever published! You get the Alpha, Beta, Charlie, Delta... no, wait... that's not right. You get a pack of Alpha, Beta, Unlimited, Revised, Fourth Edition, *Arabian Nights*, *Antiquities*, *Legends*, *The Dark*, *Fallen Empires*, *Ice Age*, and *Homelands*! Think of all the cards you might get! Heck, you could get a Black Lotus. Or a Green Locust. You could get the Mox Ruby. Or maybe the Slippery Ruby. The possibilities are darned near endless, so hop to it!



This contest is sponsored by none other than your friendly, frisky *InQuest* crew. And we had to make a lot of calls to find that *Arabian Nights* pack.

### Legal Expanse

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and that guy on the Internet who wanted to charge us \$300 for his pack of *Arabian Nights*. How about we kick your ass instead, jerkweed? Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach to your entry. Enter as many times as you like. Mail each entry separately to: The *InQuest* Expansion Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes will be awarded in the name of contest winners and ~~will~~ not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Who the hell would pay \$300 for a pack of *Arabians*? For that kind of money that pack'd better do windows, clean up the house, and be good in bed. \$300 indeed. All entries must be received at contest headquarters by December 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press based on quality and creativity from among all properly completed entries. Judging will take place on January 16, 1996. All decisions are final and won't be changed, like the announced release date of a *Magic* expansion set. For a list of winners, available after January 16, 1996, send a self-addressed stamped envelope to: The *InQuest* Expansion Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

— Fill this sucker out, put it in an envelope, and send to:

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# 30 FAQS

Answering the 30 most-frequently-asked questions for  
***Magic: The Gathering.***

By Beth MourSund





ne of the more complex card games around—  
one of the most complex games of any kind—

**Magic: The Gathering** can't help but make some

first-time gamers scratch their heads in confusion.

What follows are the answers to the 30 most-frequently-

asked questions by beginner players.

**1. Can I Counterspell a Prodigal Sorcerer's poke?**

A: No. A "spell" means playing any non-land card from your hand. Using an ability from a card that's already in play isn't a spell.

**2. Can I sacrifice my opponent's creatures?**

A: No. That would be just as silly as tapping your opponent's lands for mana. (You can't do that either!)

**3. How much damage does a "destroy" count as?**

A: Zilch. You can't use damage prevention on a "destroy" effect. Regenerate the creature, or toss it in the graveyard.

**4. Is it legal to commit suicide?**

A: In real life, no. In *Magic*, it's perfectly legal. Some opponents will get really ticked off if you do, though.

**5. What's the difference between "Artifact" and "Mono Artifact"?**

A: Mono Artifact is an old-fashioned term from before *Wizards of the Coast* invented the tap symbol. Treat it as if it has a tap symbol added to the activation cost. You can only use a Mono Artifact once per turn, unless you have some way to untap it.

**6. Does Instill Energy let a creature attack twice?**

A: No. You can only declare one attack per

turn. There aren't any cards that change this rule (at least, not yet).

**7. Does a Mountain count as a red card?**

A: No. All lands are colorless, unless you use some other card, like *Chaoslace*, to color them. Lands that get turned into creatures are still colorless. The Fourth Edition version of *Kormus Bell* has errata: cross out the word "black."

**8. Is "colorless" a color?**

A: No. Neither are brown, artifact, land, gold; or even puce. The only colors in *Magic* are red, green, black, white, and blue (or the equivalents in other languages, if you're using translated versions of the cards). *Sleight of Mind* only works on those five words. By the way, an English *Sleight of Mind* still works on German-edition cards, and so on.

**9. Can I spend colorless mana in the place of any color?**

A: No. Colorless mana isn't a "wild card." It can only be used for the number-in-a-circle part of a cost. Any type of mana can be used for those; nothing requires special colorless mana. If something costs ②, you need to spend one red mana; you can't use colorless. If something costs ①, you can spend one red mana or one colorless mana or one of any type mana you happen to have.

**10. What color is the damage from Firebreathing?**

A: There's no such thing as damage from Firebreathing. Firebreathing increases the creature's power; all of the damage comes from the creature, so it's whatever color the creature is. For example, if I attack you with a Firebreathing Scryb Sprite, you can stop the damage with a *Circle of Protection: Green*, but not with a *COP: Red*.

**11. Are newly summoned creatures tapped?**

A: No. They have "summoning sickness," which means they can't attack and can't use abilities with ⑤ in the cost. They can still block, and they can still be tapped by other things. For example, any time you regenerate a creature, it becomes tapped if it wasn't already, and *Hand of Justice* lets you tap three white creatures to destroy a creature. Since these tap requirements aren't costs for the new creature's ability, they're legal. Note that only creatures get sick. If you cast an artifact or play a land, you can tap it right away.

**12. Does summoning sickness affect creatures that aren't summoned?**

A: Yep. Summoning sickness is a misleading term. Any time a creature enters play or





changes control, it gets sick, and stays sick until its new controller's next untap phase. If I cast Control Magic on your Serra, or cast Animate Dead to bring her out of the graveyard, I still can't attack with her until my next turn. If a card is already in play and changes to a creature, then you check how long that card has been under that player's control to figure out whether the creature is sick or not. For example, if I cast Living Lands, turning all forests into creatures, all of my forests except the one I just played this turn can attack right away. The one I just played can't attack or even tap for mana, since it's now a creature and can't use a tap-to-activate ability while it's sick.

**13. Do I have to pay the casting cost again each time I use a creature?**

A: No. Once you've summoned a creature, it's there until something kills or removes it. Even if all your other cards get destroyed, the creature will still be there. You don't have to pay anything to attack or block. If the creature has a special ability, then you just have to pay the activation cost listed next to that ability to use the ability, not the casting cost.

**14. When do creatures go to the graveyard?**

A: As soon as whatever killed them resolves. They don't wait until the end of the phase or turn. For example, if you Terror a creature, it's buried as soon as the Terror resolves. Remember, though, that you don't resolve damage or check a creature's toughness until the end of a "batch" of effects. If I pump mana into a Frozen Shade to make it bigger and you respond by blasting it with a Lightning Bolt, we don't assign the damage until after both the Bolt and the pump have

resolved. If the Shade has more than three toughness by then, it lives; otherwise, toss it in the graveyard.

**15. Can a player have negative life?**

A: Sure can. Unlike creatures, players only check life points at the end of each phase and the beginning and end of the attack. You can go below zero and come back up again, and still survive. Note, though, that you can't spend life that you

don't have. You can't Channel below zero, or pay life in excess of what you have for Soul Kiss, or anything like that.

**16. Can Pestilence kill a White Knight? What about Wrath of God and a Black Knight?**

A: Protection has three separate effects. First, it prevents that color from targeting the creature. Neither Pestilence nor Wrath of God are targeted, so that doesn't help. Next, it reduces all damage from that color to zero. That gets rid of the Pestilence damage, so the White Knight lives, but still doesn't help against Wrath of God. Finally, it keeps creatures of that color from blocking. No help there, either. So the Black Knight bites it.

**17. Is the +2/+2 for sacrificing an artifact to the Atog permanent?**

A: No. All fast effects from cards first printed before *Fallen Empires* wear off at the end of the turn unless the card specifically says something different. Some versions of the Atog say "until end of turn" and some don't, but they all work exactly the same.

**18. What is the mana pool?**

A: When you tap a land for mana, the mana goes into an invisible holding area called your mana pool. You can spend it immediately, or you can leave it there and spend it later. At the end of every phase and the beginning and end of each attack, any mana left in your pool drains away and damages you. That's called "mana burn." If you just tap land when you need to cast a spell, you usually don't have to worry about mana burn. But if you have cards that give more than one mana per tap, or if Mana Flare is in play, you might end up with extra mana and nothing to spend it on, and get burned.

**19. Can I use a Circle of Protection to stop mana burn? How about Reverse Damage?**

A: The source of mana burn damage is your mana pool, which is colorless. Since there's no COP: Colorless, you can't COP it. Reverse Damage works just fine, though. You can't pay for the Reverse Damage with the mana that's draining away, but if you left a few lands untapped, you can tap them and cast it. It's not quite as cheap a way to gain life as Alabaster Potion, but it's still a fun trick.

**20. Can a COP stop damage to my creatures? Can it stop a Mind Twist?**

A: No, and no. COPs can only stop damage to you. They can't protect your creatures, and they can't stop spells and effects that torture you in ways other than dealing damage.

**21. Can I use a COP: Black to stop the damage from Lord of the Pit?**

A: Yes and no. If you have any other creatures, you have to sacrifice one—since the card uses the word "must," Mr. Pitlord won't take "no" for an answer. Even protection from black won't stop him; he'll happily chow down on a White

# RAGE

RAGE, the trading card game based on Werewolf: The Apocalypse, is available now. If you've missed it, go get it. If you've missed it, go get it, shorty. If you think you're too cool for RAGE, then guess again, fanboy - pull up your pants. Oh yeah, RAGE has chase cards, foil ones - that's right, shiny-shinys, collect all 13 or else. Thank you.

The world is dying, smothered in the coils of the Wyrms. Only the Garou can stop it. But who will lead them? The war is on, werewolf vs. werewolf, pack vs. pack. And all the while the evil minions of the Wyrms wait, lurking in shadows and boardrooms, subtly steering the world toward the final days, the Apocalypse. Join the battle to save Gaia. Only the strongest can conquer - only the greatest can survive.



RAGE, Wyrms, Werewolf: The Apocalypse, and White Wolf are all trademarks of White Wolf Inc. 1995.



Knight. If you don't have anything to feed him, he clobbers you for seven points of damage. That damage is just plain ordinary damage, and you can use your COP or Reverse Damage or whatever you want on it.

## 22. What happens when an artifact is tapped?

A: Any non-creature artifact that becomes tapped is "turned off" until it untaps. For example, if a Howling Mine is tapped, you don't get to draw an extra card; if a Winter Orb is tapped, all the lands untap normally; and if a Rocket Launcher is tapped, you can't shoot anything with it. Remember, though, that you can't tap anything "just because." Since artifacts like Howling Mine and Winter Orb don't have tap symbols, you can only tap them by using some other card, like Twiddle or Icy Manipulator.

The "turning off" rule doesn't apply to lands or creatures—a tapped Goblin King still gives bonuses to all Goblins, a tapped Drudge Skeletons can still regenerate, and a tapped Safe Haven can still be sacrificed. If your opponent taps one of your artifacts to turn it off, a sneaky trick is to cast Animate Artifact or use a Xenic Poltergeist on it. That makes it a creature, so it turns back on again.

## 23. What happens if a blocking creature regenerates or becomes tapped for some other reason?

A: Two entirely different things, which a lot of players mix up. An attacker or blocker that regenerates before the damage-dealing step in the attack goes into a weird state: it's still part of the attack, but it deals no combat damage, and can't have any combat damage assigned to it. Even if you untap it somehow, it's still phased out. But since it's still part of the attack, its special abilities still work, and it's still vulnerable to non-damage effects like a Basilisk's destruction.

A blocker that becomes tapped for any other reason doesn't deal combat

damage, but can still be pounded to a pulp by the creature it blocked. If you manage to untap it again before damage-dealing, it goes back to normal.

## 24. Does untapping an attacker remove it from the attack?

A: Untapping an attacker just makes it like a temporary Serra. It doesn't remove the creature from the attack or stop it from dealing damage, unless the card specifically says so. For example, if you use a Twiddle to untap your opponent's attacking creature, you just did him a favor. Tapping an untapped attacker, like a Serra, doesn't stop the damage either—after all, attackers are usually tapped anyway.

## 25. What happens when a creature with protection from blue blocks a blue creature with trample?

A: Protection from a color reduces all damage from sources of that color to zero, so a protected blocker cancels all the attacker's damage, even if the attacker has trample. There's nothing left to spill over to the defending player.

## 26. Does Maze of Ith work on a Serra?

A: Yep. Maze of Ith does two things: untaps the target, and stops it from dealing or receiving combat damage. If the target isn't tapped, then the untap part is redundant (like casting Jump on a flying creature), but the "no damage" part still works just fine.

## 27. I block a Serra with my 4/4 Sengir Vampire. Does the Sengir become 5/5 and survive?

A: No such luck. Vampire abilities don't work until right after the victim goes to the graveyard. Sengir and Serra both go to the graveyard at the same time, so he never gets the counter.

## 28. I attack, and my opponent uses his Royal Assassin to kill one of my creatures.

### Does it still deal damage?

A: Nope. An attack is made up of several steps: announce the attack, declare attackers, fast effects, declare blockers, more fast effects, assign damage, cope with the damage. If your creature gets assassinated in one of the "fast effects" steps, then it's already in the graveyard by the time you get to the "assign damage" step. Only the creatures that manage to stick around until the "assign damage" step get to deal combat damage.

## 29. I attack with a Benalish Hero banded to a Cockatrice. My opponent blocks the Hero with a Fire Elemental. Does the Elemental die?

A: Yes. When something blocks one member of a band, it counts as blocking each of the other members, even if it would be illegal to block them normally. So the Elemental counts as blocking the Cockatrice, even though the Elemental can't fly. If the Hero could fly and banded with the Cockatrice, then only flying creatures could block the band.

## 30. Can I band my Sea Serpent to my Mesa Pegasus, block a Serra, and assign all the damage to the Serpent?

A: No. Banding works a lot differently for defenders than for attackers. There's really no such thing as "banding to block"—creatures always block as individuals, and then the banding ability kicks in automatically during damage assignment. The Sea Serpent can't block a flying attacker like the Serra.

Both Moursund knows a thing or 30 about computers, too. The giant floating head is Press's own Marc Wilkowsky; he claims to know a little about Magic.



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# The Natural

How does Keith Parkinson make his paintings so lifelike? The popular fantasy artist and game designer talks about painting, life, and nature.

## VITAL STATS

By Andrew Kardon

NAME: Keith Parkinson

BORN: October 22, 1958, in Los Angeles

OCCUPATION: Artist and game designer

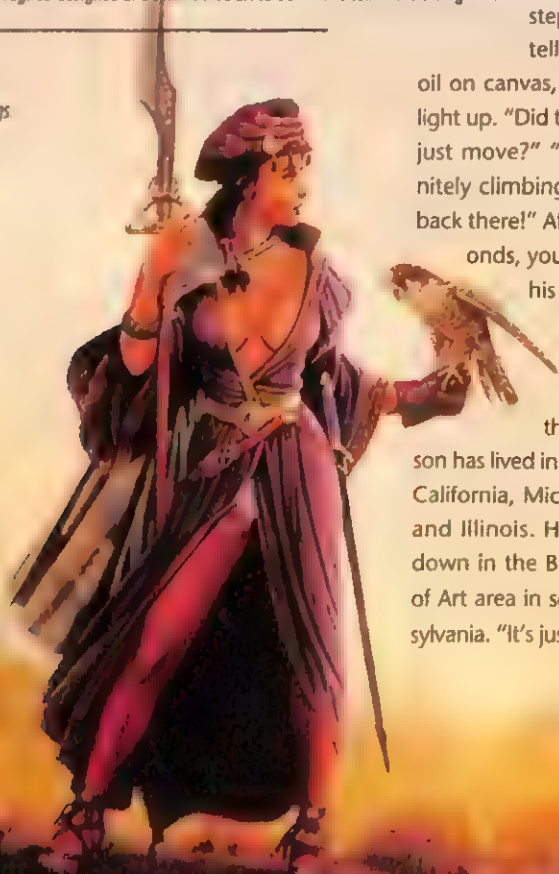
BASE OF OPERATIONS: Southeastern Pennsylvania

CAREER HIGHLIGHTS: Five years as TSR staff artist, producing art for *Dragonlance* modules, calendars, and novels. Won Chesley Awards for his book covers to *Rusalka* and *Chernevog*. Co-designed and contributed art to *Guardians* collectible card game.



Keith "The Marshall" Parkinson.

Desert Wings



When you view one of Keith Parkinson's paintings, you don't so much look at it as you do step into it. Your mind tells you that it's just oil on canvas, but still your eyes light up. "Did that dragon's wings just move?" "Something's definitely climbing those mountains back there!" After a few brief seconds, you've lost yourself in his work.

The paintings' dynamic feel may be inherited from their "father": Parkinson has lived in New York, Florida, California, Michigan, Wisconsin, and Illinois. He's finally settled down in the Brandywine School of Art area in southeastern Pennsylvania. "It's just perfect," he says.

No stranger to the gaming community, the artist spent some five years with TSR contributing to numerous books, calendars, modules, and the entire *Dragonlance* series. He has now joined forces with FPG, co-designing the *Guardians* collectible card game and coordinating all art for the company's new gaming division.

Parkinson, whose influences include N.C. Wyeth, Norman Rockwell, Rembrandt, and Claude Monet, is more interested in today's western and wildlife artists than fantasy ones. This love of nature and outdoorsiness encapsulates all that is Keith Parkinson. When not busy breathing new life onto canvas, he's out walking through woods or coaching his 10-year-old son Nick's football team. And yes, he also helps his other son Zack, 7, with his soccer game.



Parkinson's award-winning cover for *Chernevog* by C.J. Cherryh.

**InQuest: When did you first start painting?**

**Keith Parkinson:** I was probably 14 when I did my first oil painting. And boy, I'm glad I don't have that one anymore. It was a picture of an old Spanish galleon, but I think it was more of a box with a stick and a sheet. It was pretty bad. Of course my parents loved it and they framed it. Hopefully it's gone now.

**So what was your childhood like?**

Well, I grew up—until I was about 13—in southern California. So I did a lot of skateboarding and bike riding—y'know, outdoor-sports-type stuff. Not that much art. I'd draw when there was

no one to play with, but outside of that, forget it. But there comes a time when you have to decide what you're gonna do, and that's in college. That's basically when I decided I was going to do art.

**What college did you attend?**

I went to Michigan State for a year. I didn't like it much, so I transferred out to a commercial art school that was much more to my liking. That was Kendall School of Design in Grand Rapids, Mich. Kendall turned out to be a pretty good school, and I learned a lot. It was definitely geared toward the commercial illustrator. It taught me how to put a portfolio together and what a key-

line was and various things you need to know if you want to do covers.

It took about six months after I got out of school to actually get a job in the art field. I started off [working on the *Tron* arcade game and *Iron Maiden* pinball game] back when *Pac-Man* was coming out. It was an interesting experience, because the company I worked for was a silk-screen printer that did most of the artwork for the field. And so all that stuff came through the studio there. It was a kick.

One of the guys that worked there got me into a *Dungeons & Dragons* game and got me looking at the art, and I said, "I can do that."

I went [to TSR] looking for freelance work and they offered me a staff job, so I said no. And then two weeks later I thought, "Y'know, that sounds pretty good," so I called them up, and they had just offered the job to another artist. But like two days later, the art director called me up and said the guy decided he didn't want the job. Oddly enough, it turns out that was [popular fantasy artist] Dave Dorman. So it worked out, and I worked for them for about five years.

My first works were module interiors, and I think the first painting I did was a *Gamma World* cover—really bad. I didn't know how to paint. It was a great experience because there were other artists who were much more developed than I was working with me. It's good to work with people that are better than you because you learn fast.

We got to work on all kinds of great projects; we did *Dragonlance*, calendars and book covers. Just about anything you could publish, TSR was into doing. After a while, though, you get what you can get out of a situation and it's time to move on.

**Looking back at your education, which teachers influenced you the most?**

I had a high school teacher that really kind of pointed me into the fantasy direction.... I'd seen John Berkey's spaceships, but not a lot of sword and sorcery or Conan. He really put me in touch with that. He got me started doing fantasy vs. doing science fiction, and got me enrolled in a college credit art course while I was in high school. He went out of his way and actually did paintings himself just to motivate me.

And it worked. I can remember a lot of teachers saying, "You're never gonna make a living drawing monsters," or, "You have to put more



clothes on those women. You'll never make a living with that." I've always had the desire to go back and show them my portfolio and say, "Well, yeah, you can make a living doing this."

**Your paintings convey a good deal of emotion. How do you prepare yourself to paint?**

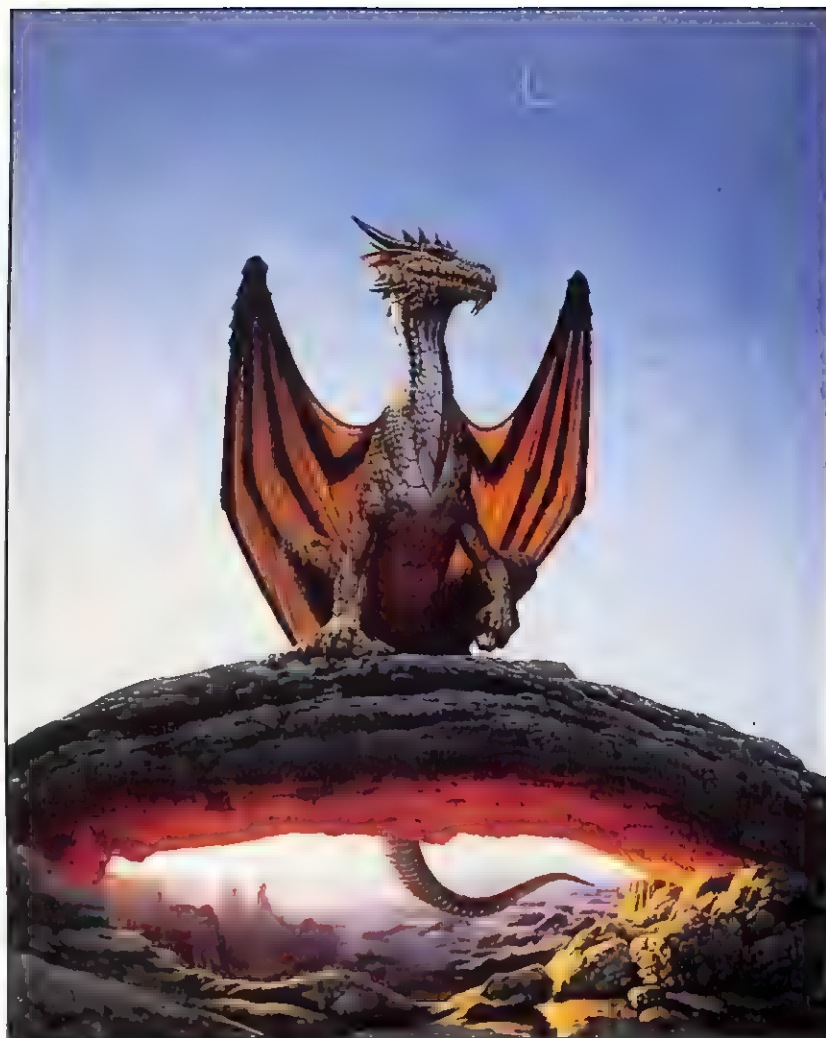
I roll out of bed, get a shower and boom. Oh, and I have to make a pot of coffee. Then I go to work. [Laughs] It really varies, though. It used to be I did artwork 18 hours a day every day. But now with the *Guardians* game, there's a lot of writing involved, and a lot of miscellaneous things that don't relate to artwork but do relate to the creative property.

I would say maybe half my time now is spent doing artwork, and the other half is other game-related activities. And that is a different mindset. I find that it takes a day or so to really slide back into the art mode once I've been out of it for a few weeks.

**Just how do you get your art so realistic?**

I start off with the composition. That's the most important part. I do little thumbnails of abstract shapes and really develop the painting from there a good deal of the time, especially if it's a complete painting vs. a vignette [with a partial background]. Some character paintings are more or less a character on a depthless background.

I'll start—once I have the composition down—at the very back of the painting. If it's outside, it's where things are faded out the most. You really have



*Valley of the Dragon. Note the crushed coyote.*

to start there and establish your sky colors. That affects everything. All your shadows are based on the color of your sky. And once I do that, I just move forward in the painting. So the last thing I paint usually is the subject, unless there's some foreground in front of that.

That does two things. Number one: your values stay more consistent. And number two: you don't have to be painting around all these little funny edges. You just paint [the character] right over them.

I paint in oil, so it's usually a step-by-step process, letting things dry overnight. Which does slow you down some, but I'm more than

willing to make that tradeoff.... A book cover painting takes about two weeks. Card art, about one or two days.

**What are your favorite works of your own?**

Well, that's a relatively short list.... They're hanging in my studio. I've got three of them that I like real well. Probably my favorite is for a book I did called *Chernevog*. It's a picture of a guy who looks like he's dead, but he's actually asleep laying on a rock. Kind of a melancholy fall setting. Then the cover to my trading card set. It's a picture of a girl and a dragon. And then I have a picture of a dragon in a snowscape.



Above: Ruby Knight  
Right: North Watch



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### What makes these three stand out from the rest?

I think they're the most successful ones that I've done... achieving the things that I had in mind before I put brush to canvas. Usually that's making the viewer's eye go where you want it to go and communicating a mood and a feeling. And really controlling the person who looks at the painting.

### How do you go about setting up mood when you work?

I like to hike.... After the leaves have all turned and they're brown is just a super time of year to be out taking pictures and gathering up samples to bring back to the studio to look at.... Also, listening to music and sleeping is good. The occasional microbrew will do the same thing. I'm a drummer, and I used to play a lot of blues with some of my friends. It's still kind of a good release.

### What are your favorite subjects to paint?

I really enjoy landscapes... with figures... Something that communicates a sense of place and a sense of mood. I always thought it'd be neat to have a gallery where you could put your paintings up, set it to music, and have smells. I thought that would be the greatest thing... the total experience.

### How about your least favorites? Y'know, the things you just can't stand painting?

I don't particularly like drawing things like automobiles and present-day things.

### Have you ever had a painting rejected before?

In the book trade it happens more times than it doesn't. Usually there's some little thing that somebody doesn't like. They want a little more contrast in the sky, a little bit more emotion, or they want this moved over a little.

The big compositional problems—like moving figures or making things bigger or smaller—they'll usually do in the sketch phase. But occasionally it happens in the painting phase where the art director or the author'll see it and not like it....

I basically painted [one cover] three times on the same board. I charged them for it cause I had approved sketches. They were happy with the way it looked, they just changed their minds on what they wanted.

### OK. Tell me what it's like being an art legend.

Ha! What are you asking me for? I know something, I have no idea. You

Continued on page 66



Eerp!

descriptions, I also included what they like to do and where

they live. In the players guide, people are going to get a little glimpse

behind the scenes."

Fans of *Guardians* can look forward to plenty of new merchandise later in the year. Besides the posters, T-shirts, art books, and, most likely, comic books, there's November's *Dagger Isle*, which features tons of pirates and a whole new type of creature called the Wanderers.

"They're characters that influence the game in different ways. These affect cards that no one has been able to affect before. The strongholds have been pretty untouched. And the Wanderers can affect strongholds. They definitely are going to add some huge wrinkles to the game strategically." (See *On the Shelves* on page 22 for more *Dagger Isle* information.)

The next expansion is tentatively titled *Drifter's Nexus*. It deals with the intersection of mortal, elemental, and eternal worlds—a dimensional nexus that helps explain the different time streams in the game.

With so many personalities in *Guardians*, you'd think Parkinson would have difficulty picking out his favorite cards. Not so. "Brom did the Black Lung. That's definitely my favorite because there's a story behind that one.

"In my neighborhood, we have camp-outs, and there's this story about a creature called the Black Lung. Any boys that don't go to sleep when they're supposed to, the Black Lung comes for them. It digs its big hooks into them, drags them off to the lake and eats them. It's this horrible, long, drawn-out ghost story. So I designed the creature in the game around that."

Parkinson also enjoyed Mike Ploog's renditions of barnyard animals. "The pig's another big favorite of mine. It's wacky. Just the thought of having barnyard animals fighting undead in a game appeals to me to no end."

—Andrew Kardon

"It was a freak chance that it actually even happened," Keith Parkinson says of the collectible card game *Guardians*. "I had an idea for a card set—an add-on for games—that would utilize some of the photos I would be taking for a future book. At that point I had been friends with [FPG President] Mike Friedlander for a long time, and I asked him what he thought. He said it was neat, but he'd rather just have a whole game."

Parkinson viewed this as a challenge. He committed himself to two days of all-out designing and came up with a game. "It was horrible! It bears absolutely no resemblance to *Guardians*, but it was a start, and I thought, 'This is kind of fun.'"

The artist talked it over with Friedlander and set to work creating a collectible card game. Things were moving a little slowly when luck intervened.

"I had gotten it to a point where it was not too bad, but it was still pretty clunky," Parkinson says. "The way combat worked was really bad. I just didn't like it.

"At that point, one of the play-testers was sick, and Luke Peterschmidt substituted. He came back two days later with three typewritten pages of suggestions for the game. They were great."

Parkinson took Peterschmidt under his wing. The two quickly became friends and worked out a great deal of the game's mechanics. With the help of Friedlander, such renowned artists as Mike Ploog, Don Maitz, Jamie Warhol, and Brom painted some of the hundreds of characters Parkinson had created.

"I wanted a place where I could really have anything fit in," he says. "There's Indians and cowboys and just all kinds of wacky creatures. We definitely have a dark side to *Guardians* too, but I think most of it's a little tongue-in-cheek. And I hope people take things like the babe hound and the idiots and stuff like that as they're meant. This is really a good-natured, fun game."

The game differs from most others on the market in that it involves actual game spaces where players can place their characters. This was something Parkinson wanted right from the start.

"I wanted to have movement in the game. I wanted to have people be able to move their creatures around a theoretical space and have strategy the way chess does, but still have some of the deep aspects of the card games. I wanted a game that I would have fun with—something that was definitely character-intensive. That's what I enjoy

"All the characters in the game have distinct personalities. You're not gonna know that when you play the game. But when I wrote up the character



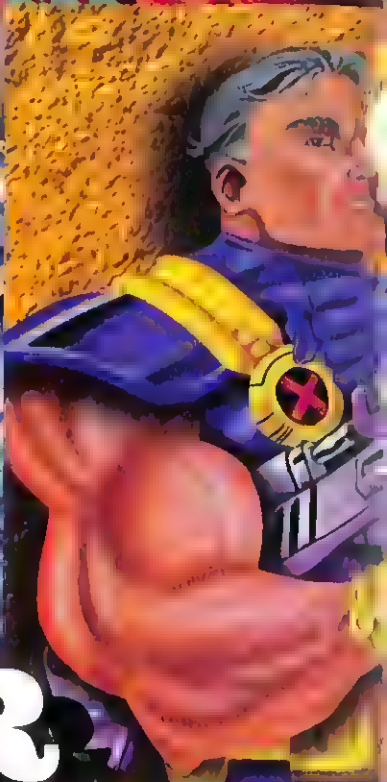
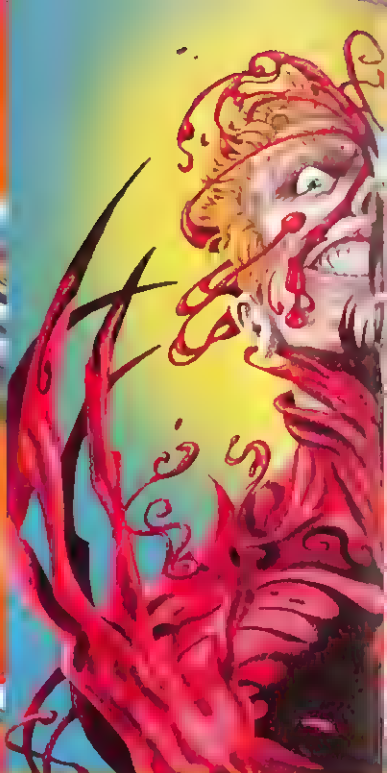


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War Machine

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Cable  
Cyclops  
Dr. Doom  
Dr. Octopus  
Gambit  
Hobgoblin  
Invisible Woman  
Iron Man  
Psylocke  
Sabretooth  
Spider-Woman  
Thing

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Bishop  
Captain America  
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live your life. What's it feel like to be anybody? I sit up in the studio, Luke [Peterschmidt, FPG Games director and *Guardians*' other designer] and I work here every day. I go out once in a blue moon and actually see people on the outside. Occasionally, like when you go to Gen Con, you realize that there's people out there who know who you are. I guess that's nice.

### **What are conventions like for you?**

Hectic. You sign a lot. It's pretty much just meeting people, talking, trying to answer questions, and making people feel like they're more than just a number. I've always tried to make it a point to carry on a little bit of a conversation with people who take the time to stop by. A lot of the time, it's pretty interesting.

### **I'm sure you get plenty of fans coming up to show you their artwork as well.**

Oh yeah. That happens all the time. I always try and look for positive things. Before I look, I always ask if they want constructive criticism. Because if they don't, I have to take a different approach than if they do. I'll look at a portfolio that's just plain bad, and I'll look for things that I can encourage.

Other times, people'll come up with portfolios that are surprisingly good and they're not getting work.... Nine times out of 10, if they've got a good portfolio and don't have any work, they sent it to one person. You've got to be persistent.

### **Which of your paintings have inspired the biggest reactions from fans?**

The book trade liked the paintings that I did for the C.J. Cherryh series.... I got Chesley Awards [from the Association of Science Fiction and Fantasy Artists] for best illustration for hardback books [for Cherryh's *Rusalka* in 1990 and *Chernevog* in 1991]. It's work that I really enjoyed doing.

As far as gaming, I'd have to say the *Lord Soth's Charge* that I did for TSR was probably one of the most popular ones.... It started off as a center spread for a *Dragonlance* calendar. It was the undead guy Lord Soth and his minions all charging at you..

There's a painting I did of a bunch of Draconians tracking through the snow for TSR called "*What Do You Mean We're Lost?*" It's kind of a little poke.... You never see pictures of monsters going, "Where are we? Where are the humans we're supposed to eat?" So I thought they *must* do that.



The cover of C.J. Cherryh's *Rusalka*, another award-winner.

### **What do you like to do when you're not painting?**

I guess photography would be a hobby. But it's so related to what I do that I almost don't look at it like that. And I'm such a bad photographer. I have one of those cameras that does everything but breathe for you. I do enjoy taking pictures of nature, especially capturing those rare moments that happen and are gone... if you're outside walking in the woods and you see a big eagle land on a branch....

I love to play volleyball. And generally causing havoc. Oh, and beer tasting's a hobby isn't it! I haven't done nearly as much of that as I'd like to, though. [Laughs]

### **Do you have any long-term goals besides painting?**

Yeah. I'd like to do a little bit of work in animation or film. It's not like my end-all dream, it's just something else I'd like to try. I'd like to do some set designs and costume designs and creature designs.... It certainly would be fun to see your drawings move. That's the big appeal: tell a story with them.

And maybe do some CD covers. There's a whole world of stuff out there

I'd like to do. There's CD-ROM games, and that's another way to tell a story.

### **What are your current projects?**

*Guardians* is first and foremost at this point [see sidebar]. I've kind of stopped doing book covers for a while. There's a number of them that I've done that will be out soon, but they're already finished: the new Terry Brooks called *The First King of Shannara* [to be released in March 1996].... *Stone of Tears* by Terry Goodkind [already out], the sequel to *Wizards First Rule*....

I'm really concentrating on the game. Even as it is, the amount of time spent painting is not overwhelming....

There's another game that I'm gonna be involved in that I can't talk about yet.... It's a little bit darker and a little bit more sinister [than *Guardians*]. A whole different group of artists are gonna be working on that one. It should be pretty hot. I'm taking a little bit more of a back seat [in designing]. [FPG Games staff artist] Brom is actually working on this one pretty hard. We brainstormed together on it, along with Luke Peterschmidt. Brom has some great ideas. I can't say any more! It's gonna come out next year, probably toward the middle part of the year.

Also, I will be doing an illustrated book that goes into dragons and the Crusades. Currently Random House has it. It's a book on dragons that Margaret Weis and Tracy Hickman are also involved in. It's gonna be a coffee table art book. It's a real neat story, and the chance to paint medieval Europe is something I've been wanting to do for a long time, but with a fantasy twist. I'm interested in portraying the peasant side of Europe, not the nobles. It's gonna be real gritty. Lots of mud, dirt, and hay stuck in peoples hair.

I actually went over to where the book takes place for three weeks last year and took pictures and did research. The characters in the book actually travel on a route through England and Wales. I did that; in England, we put 2,000 miles on the car in three weeks. It was great. I loved the pubs! [Laughs] I never knew how good English beer was until I came home.

### **Do you feel you're a success?**

Yeah, I think so. And I'll quantify that. I have a comfortable lifestyle. Work pays the bills just fine. And at this point, I'm doing pretty much what I want to do.

Andrew Kardon, copy editor for *Wizard: The Guide to Comics*, never met a dragon he didn't like. Except for that *Smaug* character. He's just bad news.

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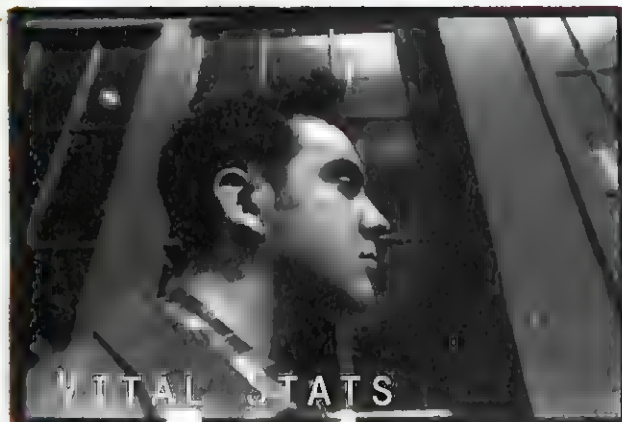






# Meet fantasy artist Mark Tedin

By Aldyth Beltano



**Name:** Mark Tedin

**Birth:** January 25, 1968, in Sitka, Alaska

**Occupation:** Painter

**Base of Operations:** Seattle, Wash.

**Career Highlights:** Whole mess of cards

for *Magic: The Gathering*, *Vampire: The Eternal Struggle*,  
and *Legend of the Five Rings*.

as *Alien* designer H.R. Giger, Max Ernst, Syd Mead, and especially Wayne Barlow, who are "involved in the process" of creativity.

It was his fellow artist and longtime pal, Anson Maddocks, who truly initiated Tedin into the world of professional fantasy illustration. After submitting audition pieces for Daedalus Games' RPG *Talisanta*, Tedin's work was selected for *Thys-tram's Collectanea*, a guide to the creatures of *Talisanta*. Shortly after he moved to Seattle, Tedin was contacted by Wizards of the Coast, who wanted him to work on a new game they were developing called *Magic: The Gathering*. Since then, Tedin has illustrated over 70 cards.

Tedin's earlier works, in mediums like charcoal and oil, are quite large compared to the cards he's well-known for painting. "Very large, in fact, no less than four feet at the minimum.... But after I started doing one, I had to focus on something smaller, and use a medium that was easier to manipulate at that size. So I started dabbling in watercolors, which I had never used before." Now Tedin utilizes a method that begins with a watercolor base, fortified with an acrylic wash and Prismacolor pencils.

Recently, Tedin finished working on a series of cards for a new game, *Legend of the Five Rings* from Alderac Entertainment. Even more exciting are Tedin's plans for the future: "Anson and I are going to be collaborating on a non-game graphic novel in the near future. We're probably going to be publishing it ourselves."

Tedin wants to continue in that vein, doing more self-directed work that would give him control over the subject matter and content. "You get the best charge from that!"

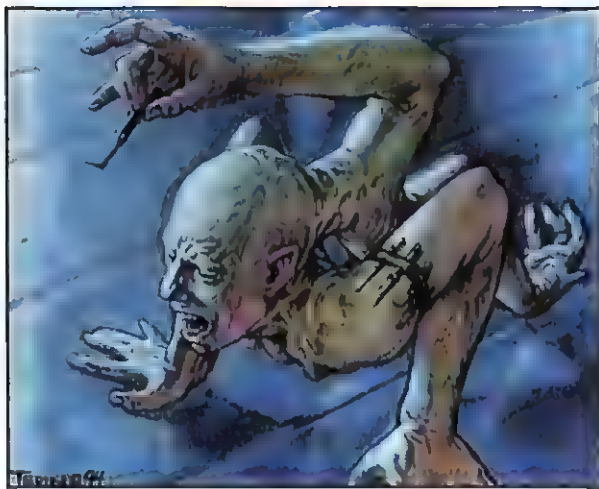


Top of page: Desert Stormers

Above: Lord of the Pit from *Magic: The Gathering*.

Right: Original Lord of the Pit sketch.





Above left: Mindstab Thrull

Above Right: Dark Sphere

Below: Necropotence

Below Right: Chaos Orb

Bottom: Naked Singularity

All cards shown from *Magic: The Gathering*.

### **Favorite work of your own...**

Leviathan, Nosferatu Justicar [from *Vampire*], Mindstab Thrull: cards where the execution matched the idea.

### **Favorite work by another artist...**

Two paintings at the London National Gallery of Art, by a painter named John Martin, that were huge, apocalyptic, dark visions of the end of the world. It affected my easel paintings for a couple of years afterwards.



### **The one person you'd like to meet...**

Jim Cameron [director of *Terminator*], so I could ask him if I could do design work for his next science fiction or fantasy movie.

### **Favorite munchie at 2 a.m....**

A Boboli pizza shell with sauce.

### **Things you collect...**

Pieces of bone from different animals, to have the odd organic shape around me when I'm drawing, or to use as reference



### **Favorite pastime or hobby...**

Riding my new mountain bike. Going to coffee shops and sketching. I try to read as much as I can, but sketching seems to be my main outlet.

### **Favorite television show...**

*Star Trek: Voyager*.

### **Costume you wore the last time you went trick-or-treating...**

My Darth Vader costume in sixth grade.

### **Last good book you read...**

*Art and Illusion* by E.H. Gombrich.

### **Favorite roleplaying or card game...**

*Magic: Talislanta*.

### **Favorite fantasy character...**

The Alien.

### **Person who would play you in a movie about yourself...**

Judge Reinhold.

### **Your favorite cartoon...**

*Calvin and Hobbes*, definitely!



### **Favorite musical performers...**

Bjork. Milla

### **If you were an all-powerful wizard, what you would do with your powers...**

I would sculpt something impressive to look at





## PLUGGED IN



# Welcome to Gen Con

By Buddy Scalera

Gen Con means something different to everybody. For most of the attendees, it meant a solid weekend of furious gaming and trading. For *InQuest* editors Mike Searle, Mike Fasolo, and me, it was networking, play-testing, and pig racing. (*InQuest* Associate Editor Matt Milliken chose not to attend the pig races in favor of having his wallet stolen.)

Although I spent much of my time enjoying the sights of Milwaukee (unofficial motto: "America's dullest city"), there was time to do a bit of networking. Yet of all the interesting information that I learned about gaming, the most fascinating information that I learned at Gen Con was about Milwaukee.

1. People will take anything that's free, including us. We lugged about 70 pounds of fliers and promotional cards halfway across the nation just to throw it out when we got back home.

2. Milwaukee is a dull city, unless you happen to be in town during the Wisconsin State Fair.

3. Wisconsin has lots of overweight people because they eat all kinds of cheese and bratwurst. The beer doesn't help either. We learned this from one of our taxi drivers, who incidentally missed the entrance to the state fair by a couple of miles. We think he did this just to get a higher fare from us obviously trim out-of-towners.

4. Milwaukee taxi drivers are better than New York drivers because (a) they are relatively well-informed on politics, (b) they don't care if they hit things to get you to your destination safely, and (c) they speak English pretty well.

Whoo-who. I can go on forever about our trip to Gen Con, but Editor Mike Searle has asked that I actually provide some information in my column. Because I collected a few hundred business cards, I've decided to give you a few e-mail addresses. You can drop e-mails to the following companies at these addresses:

Alderac: Shadis 2@aol.com (*Legend of the Five Rings*)  
 Cactus: CactusRob@aol.com (*Redemption*)  
 Cardz: Hyborian@aol.com (*Hyborian Gates*)  
 Chaosium: Chaosium@aol.com (*Call of Cthulhu*)  
 Columbia: Columbiag@aol.com (*Dixie*)  
 Decipher: DAnswerMan@decipher.com (*Star Trek: The Next Generation Customizable Card Game*)  
 FPG: FPGQAC@aol.com telerama.-lm.com (*Guardians*)  
*InQuest* (that's us!): InQuestMag@aol.com

Mayfair: fprice@interaccess.com or mayfair@genie.geis.com. (*Sim City—The Card Game*)

Precedence: Norman@eternity.com (*Gridiron*)

Steve Jackson Games: SJames@io.com (*Illuminati: New World Order*)

Thunder Castle Games: TCGames@aol.com (*Highlander, Towers in Time*)

TSR: TSRInc@aol.com (*Blood Wars, Spellfire, Dragon Dice*)

WildStorm: JMariotte@aol.com (*WildStorms: The Expandable Super-Hero Collectible Card Game*)

Wizards of the Coast: questions@wizards.com (for *Magic* rules questions only) or custserv@wizards.com (for other *Magic* questions)

## E-NOTES

### Wizards of the Mailing Lists

Wizards of the Coast has a bunch of mailing lists to which you can subscribe if you're on-line. To subscribe to a list, send e-mail to listerv@oracle.wizards.com. Your message should look like this: Subscribe <list name> <your real name>.

Here are the mailing lists:

General discussion of *Magic*: mtg-@oracle.wizards.com

Advanced strategy for *Magic*: mtg-strategy-1@oracle.wizards.com

Trading and collecting Deckmaster cards: mtg-trading-1@oracle.wizards.com

Auction of *Magic* cards: mtg-auction-1@oracle.wizards.com

Trade auctions: mtg-trade-auc-1@oracle.wizards.com

General discussion of *Jyhad/Vampire: The Eternal Struggle*: vtes-1@oracle.wizards.com

Advanced strategy for *Jyhad/Vampire: The Eternal Struggle*: vtes-strategy-1@oracle.wizards.com

*Ars Magica*: arm-1@oracle.wizards.com

*The Primal Order*: ipo-1@oracle.wizards.com

*SLA Industries*: sla-1@oracle.wizards.com

Wizards of the Coast announcements: wizinfo-1@oracle.wizards.com

### Forward the Federation

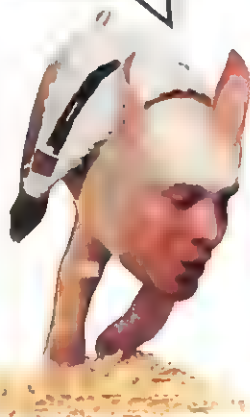
The *Federation* RPG recently made its debut on America Online with some neat features. Use Keyword: Federation to play. One of the coolest parts is a map of the solar system that opens at the click of a button. (If you're reading this, you're probably on Earth.)

### Jyhad Rules

If you're drooling over the chance to sink your fangs into *Vampire: The Eternal Struggle*, check out the *Jyhad* Rules page on the Web at [http://marvin.macc.wisc.edu:80/deckmaster/jyhad/rules/jyhad\\_0.html](http://marvin.macc.wisc.edu:80/deckmaster/jyhad/rules/jyhad_0.html). This well-organized page is a good jumping-on point for new players. It's also part of a larger page devoted to the entire game, which features a nifty customizable card list generator specific to *Jyhad*.

Buddy Scalera has a great strategy for hitting on the pig races, but good taste dictates he not share it here.

ANY PIG WHO FINISHES IS A BAG OF PORK RINDS. VICTORY IS MINE!



Buddy was later arrested for fixing the race. He has since been slaughtered, and roasted to crispy perfection.

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INQUEST ISSUE #8



INQUEST

# CONTEST

Heartbreaker Hobbies Presents:

## THE KNOW The CROW™

### INQUEST CONTEST

OK, all you Crow-heads out there! (And not the MST3K variety)

Not really sure about this whole comic thing in cards? Well, you will be as soon as you see Heartbreaker's The Crow cards. The game is easy to master, looks damn fun to play, and each Master Booster Pack comes with a complete set of rules to get you going. Now there's an idea: maybe we can do a little something to get you going.



# It's a Contest, Silly! So What Do You Do?

## Prizes

**Grand Prize** (One winner): One reader will receive the whole shebang—a complete set of all 105 *The Crow* cards, a set of all 10 prism cards, and uncut sheets of both regular and prism cards. Just think— with all the cards, you'll be able to stamp the heck out of every other death-worshipping goth-walker on the block!

**Second Prize** (20 winners): Twenty other readers will get their goth-walking feet wet with five *Crow* Master Booster Packs. They're big. Like 15 cards' worth of big.

\*This month's contest is sponsored by Heartbreaker Hobbies, and we think they're swell as hell.

### The Legalse

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Heartbreaker Hobbies, their immediate families and all those who make yourselves up to look like *The Crow*. You don't look like *The Crow*, you look like a freakin' mime. You know what they do to mimes in the big house? Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form on p. 8. Mail each entry separately to: The Know The Crow InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press, and none will be returned. All taxes (Federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes will be awarded in the name of contest winners and are non-transferable. Void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Hey, ya think Sheryl Crow is an undead spirit of vengeance too? She might have an in. All entries must be received at contest headquarters by December 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing by Wizard Press from all properly completed entries. Drawing will take place on January 16, 1996. All decisions are final. Cross us and die. For a list of winners, available after January 16, 1996, send a self-addressed stamped envelope to: The Know The Crow InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

It's so easy you could do it in your sleep. Just answer three incredibly simple trivia questions about *The Crow*:

1. In what city does *The Crow* take place?
  2. What comic writer/artist created *The Crow*?
  3. What's the name of Eric Draven's murdered girlfriend?
- See? Now that wasn't hard at all, was it? Prove that you know *The Crow*, and you could shuffle off with some cool stuff.

Fill this sucker out, put it on an envelope and send to:

**Know The Crow InQuest Contest**

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Contest Entry Form

Deadline is **December 29, 1995**

# KNOW THE CROW

Name:

Date of Birth:

Address:

City:

State:

ZIP:

Phone:

Answer #1:

Answer #2:

Answer #3:

Official Know The Crow InQuest



**WATCH THIS PAGE TRANSFORM IN FRONT OF YOUR VERY EYES!**

GRRRRR...

# THE NEW IMPROVED BEAST

**Werewolves in fiction, film, and folklore,  
and what to do if you find a wolf skin in  
your roommate's closet.**

WRITTEN BY ALLEN VARNEY EDITED BY MICHAEL FASOLD PAT MCCALLUM MATTHEW E. MILLIKEN

MICHAEL SEARLE LAYOUT & DESIGN BY JAMUS PHOTOS COURTESY OF EVERETT COLLECTION

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**SOUNDTRACK: THERE'S NO SOUNDTRACK. TIE YOUR DOGGY TO A TREE AND POUR COLD WATER ON HIM, THAT'S YOUR SOUNDTRACK!**

**Y**ou're shopping, a sales clerk mouths off to you, and you suppress a righteous urge to yell, "The customer is always right, you jerk!" Later, some idiot cuts you off in traffic, and you shout, "I should run you off the road, you idiot!" You take in an evening movie, and as Arnold blows away a dozen bad guys, you clench your fist in vicarious release. As you drive home through dark suburban streets, the moon peers out from behind a cloud bank. Your fingers gnarl like tree roots, black claws grow and bite into the steering wheel, your nose and jaw melt together like wax and sprouts a fanged muzzle, and from within your broadening chest rises a glorious and terrible hooooooooowwwwwlll....

Why did you become a werewolf? In times past, the reason varied. You rubbed a witch's salve on your body, or you wore a magic belt, or you had a disease, or another werewolf bit you, or—the old standby—you made a deal with the Devil. ("If I condemn my soul to eternal torment, you'll make me big, hairy, mindless, and cannibalistic? It's a deal!")

All these reasons are obsolete. Now we know the true reason:

You became a werewolf because you're like everyone else. Within you, within everyone, lurks a savage beast that sometimes breaks free.



Actually, little evidence survives that wolves ever actually attacked humans, except during hard, hungry winters. But humans certainly *believed* in wolf attacks, and in the heady realm of folklore, belief amounts to reality. Throughout the ancient world, voracious wolves inspired legends of the werewolf, a human who transforms into a wolf (*were* means "man" in Old English).

The ancient legends share only two points: the werewolf is evil, and it has a taste for human flesh.

Other than these certainties, nobody got their stories straight. A werewolf could be male or female. It might become a wolf permanently, through enchantment, or assume wolf form at will. The werewolf might or might not need a wolf skin to change. In Germany, the skin of a hanged man worked just as well. Europeans believed that sunrise forced the werewolf to resume human form by taking off the skin. If he hid it in a cold place, he shivered all day, and if anybody found and destroyed the skin, this would destroy the werewolf.

Did the werewolf need a full moon to change? No. Did he fear silver? No. These beliefs came later—*much* later. Some cultures had it that werewolves fear clear or running water, but again, no one agreed on anything.

Well then, if you couldn't scare the wolf, could you cure it? Unfortunately, werewolf

cures sound about as convincing as those for hiccups. Elliott O'Donnell passed along a Belgian exorcism recipe in his 1912 book *Werwolves* (note the antiquated spelling): "[A] werewolf is sprinkled with a compound either of 1/2 ounce of sulphur, 4 drachms of asafoetida, 1/4 ounce of castoreum; or of 3/4 ounce of hypericum in 3 ounces of vinegar; or with a solution of carbolic acid further diluted with a pint of clear spring water. The sprinkling must be done over the head and shoulders, and the werewolf must at the same time be addressed in his Christian name."

If you find little worth in the prospect of sprinkling water on and chatting with a frenzied man-eating beast

who's about to disembowel you, O'Donnell agrees. "[A]s to the success or non-success of these various methods of exorcism I cannot make any positive statement. As far as I know, once a werewolf always a werewolf is the inviolable rule."

## The Ancient Werewolf

"Throughout the ages [the wolf] was known as the savage plunderer and swift pitiless marauder of the shepherd's grazing flocks, not sparing to attack child and maid or even the solitary wayfarer by the wood... the wolf has ever been the inevitable, remorseless enemy of man." So wrote the excitable Reverend Montague Summers in his massive 1933 volume *The Werewolf*, an exhaustive nonfiction study of furry people through the ages.

Summers and other scholars have shown that in ancient times wolves were a big deal all over Europe, most of Asia, and the Americas. In Greece and the Baltic region, cults worshipped the wolf as a powerful but fickle deity. Germans believed that after death, honorable ancestors became wolves. But other cultures wouldn't come near a wolf, even in the afterlife. As Summers says, "In classical authors the wolf is the eternal symbol of ferocity and inordinate evil appetite, hard by which rides cruel devouring lust."

RHARGH! RHA...  
HEY, NICE RACK!



Lon Chaney Jr., seen here in *The Wolfman*, may be Hollywood's best-known werewolf.



## Furry Fury

When Christianity arrived in Europe, priests condemned pagan wolf worship and equated werewolves with Satan. Theologians, fresh from arguing the number of angels that can shimmy on a pinhead, debated long and hard whether the werewolf actually assumed actual wolf form or whether Satan merely deluded his victims with illusion. No less an authority than St. Augustine announced the consensus, "that the Devil creates no new nature, but that he is able to make something appear to be which in reality is not."

Once the Church said werewolves were satanically evil, that must have pretty much shut down the werewolf legends, right? Quite the opposite—it opened the floodgates. Werewolf scares spread across Europe like the plague. Unlike people in our own enlightened time, medieval Europeans had no communists, Islamic terrorists, or malevolent hackers to get frantic over, so they made do with witches and werewolves. In central France between 1520 and 1630, there were 30,000 reports of *loup-garoux*, often followed by lynchings or confessions under torture. Weirdest of all, many accused people confessed freely, without torture, to all kinds of horrible wolfy acts that proved they were evil, and could they please, please be punished?

Werewolf epidemics continued in the Renaissance. The biggest headliner in werewolf history is undoubtedly Peter Stubbe, whose sensational story obsessed Europe like a 16th-century version of the O.J. trial. In 1589, in the duchy of Westphalia outside Cologne (now northwestern Germany), a series of wolf attacks led hunters to a man named Peter Stubbe, who happened to be walking in the area where the wolf had supposedly vanished.

Under torture, Stubbe confessed to having made a pact with Satan, who gave him a belt that turned him into a wolf. Stubbe said that during the past 25 years he had killed his son, other children, and livestock, eating the bodies, and committed incest with his sister and daughter. The authorities broke him on the wheel, pulled off his flesh with hot pincers, and then—just to make sure—cut off his head. They burned the sister and daughter. No one ever found the belt.

## The Modern View

Scholars today look for a convincing origin of the werewolf legend. Some torture victims said they became werewolves by rubbing an ointment, a witch's salve, on their body. This leads some writers to speculate that the salve was hallucinogenic, like the Devil's Weed, a paste of datura root that Carlos Castaneda discusses in *The Teachings of Don Juan* (1968). But the salve figures in only a small portion of werewolf accounts.

Medical doctors with too much time on their hands have tried to blame werewolf legends on the old standby, porphyria. This metabolic disease can cause anemia, sensitivity to light, mental disorders, and other symptoms that lead some writers to propose it as the source of vampire legends. Porphyria may also turn the victim's skin brown and physically disfigure him. In 1964, British neurologist L. Illis wrote in *Proceedings of the Royal Society of Medicine*, "These features fit well with the description, in older literature, of werewolves."

The trouble is, the man-beast is a universal legend. In regions where the wolf is unknown, the biggest predator around takes its place, so in India and western Asia they have a weretiger; in Japan, a werefox; and in Africa, werelions, hyenas, leopards, and crocodiles. Just try to blame a were-crocodile on porphyria! The true explanation for werewolves seems obvious: wherever ancient societies lived in fear of some animal, they fantasized about becoming that animal.

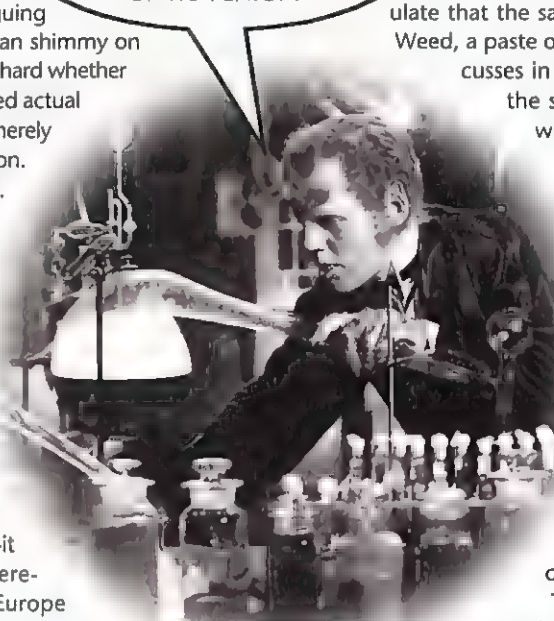
Some people still fantasize. The werewolf curse was also known as "lycanthropy," and today psychiatrists use this term for a rare mental disorder, "a severe type of depersonalization" that causes the sufferer to believe he can become an animal. "The origin of 'lycanthropy' cannot be traced to a point in historic time or to particular civilizations," writes psychologist Nandor Fodor. "It is in the

human psyche, in human experience, that the 'lycanthropic' fantasy is born.... the transformation represents self-denunciation for secret deeds or desires."

## Crying Wolf

Secret deeds and desires always attract storytellers. Werewolves have figured in fiction at least since the Roman writer Petronius, a friend of the Emperor Nero who included a werewolf story in his *Satyricon*. In the Middle Ages, Marie de France wrote the lay of Bisclavret, starring an intelligent werewolf whose virtuous service ends with his regaining rightful form. Thomas Malory included a tantalizing reference in *Morte d'Arthur* to "Sir Marrok the good knyghte that was betrayed

THE SECRET TO DELICIOUS COFFEE IS PICKING THE BEAN RIGHT AT THE PEAK OF ITS FLAVOR.



CONCENTRATE! CONCENTRATE, YOU HAIRY BUFFOON! THE TANGO IS 90% MENTAL, 10% PHYSICAL. NOW DANCE, DAMN YOU, DANCE!



with his wyf for she made hym seven yere a werwolf." In the centuries to come, several treatises would be written, including at least one by a monk and another by a man named Wolfeshusius (you think I'm making this up, don't you?).

Closer to modern times, the first big werewolf story was embedded in Frederick Marryat's 1839 novel *The Phantom Ship*. After Marryat, werewolf tales fell into a reliable pattern of following fast whenever a vampire story became popular. In 1848, the year after the "penny dreadful" serial *Varney the Vampyre* made a sensation in London, the enterprising hack writer G.W.M. Reynolds produced *Wagner the Wehr-Wolf* in 77 chapters for *Reynolds's Miscellany*. In chapter 1, Wagner gains eternal life in return for accepting Satan's lycanthropic curse. Satan shows up several times later in the story, trying to bargain for Wagner's soul. Why didn't he think of that in the first place?

In Victorian times, as in the old days, writers never got their stories straight about werewolves. They still hadn't twigged to the full moon or silver ideas. But they did have a common theme: the werewolf represented a human's divided nature, the conflict between virtue and vice. For this reason, Stephen King considers the quintessential werewolf story to be *The Strange Case of Dr. Jekyll and Mr. Hyde* (1886) by Robert Louis Stevenson. Even though Jekyll never actually sprouts hair and turns into a beast, he still gives way to Hyde's bestial nature.

The last excellent werewolf novel on the theme of divided nature was *The Werewolf of Paris* (1933) by Guy Endore. After World War II, many horror writers began to skip the divided part and assume that people are rotten to the bone all the time. King says that in reading Robert Bloch's *Psycho* (1960), we have the sneaking suspicion that Norman Bates is a werewolf full-time.

With human psychotics stealing the werewolf's theme, showing that anyone can conceal a beast within, the hairy guy had to move in new directions. In this century we've seen an unprecedented approach: the werewolf as a pathetic victim.

### Werewolves and Silver (Screens)

"Even a man who's pure of heart and says his prayers at night can become a wolf when the wolfsbane blooms and the autumn moon is bright."

Maria Ouspenskaya, as the spooky gypsy woman Mal-eva, recited this famous couplet in the 1941 Universal film *The Wolf Man*, starring Lon Chaney Jr. as the hapless werewolf. The screenplay, by Curt Siodmak, is the first work to establish the were-

ARGHHH! HOW  
COULD THEY LET  
O.J. WALK?!



wolf's now-well-known vulnerability to silver weapons, and the first that links the creature's transformation to the full moon.

The moon still figures in modern urban legends: some people mistakenly believe that the moon determines women's menstrual cycles, or that thefts and violent crimes rise during a full moon.

Like most Universal horror flicks of the 1940s, *The Wolf Man* (and 1935's *Werewolf of London*) treated its monsters as victims worthy of pity. Intolerant humans were the true monsters. This set the pattern until 1981, when *The Howling* and *An American Werewolf in London* reinvented werewolf films as horrific spectacles laden with special effects. The *Howling* attitude mirrored that of other monster films of our time: if you're a monster, you're evil and should be punished. Parallels with the American legal system and general societal attitudes are left as an exercise for the reader.

### The Vampire's Weak Sister

Laurel and Hardy, peanut butter and jelly, vampires and werewolves. Though linked in the popular imagination to their more famous bloodsucking peers,

werewolves have always been the less popular half of the duo. People don't respond to the savage inner beast the way they do to sexy, cosmopolitan immortals.

Sure, wolves have a certain sexiness. An aggressively amorous man is still called a wolf, and just imagine why the wolf wanted Little Red Riding Hood. But the werewolf's big problem is that

wolves just don't scare us any more. The modern city-dweller never hears "ar-rooooo!" unless he lives near a fraternity house. People in cities have bigger anxieties. When crazy cultists can fill your subway car with nerve gas or blow up your airplane, who worries about wolves?

Today our main worry about wolves is that there aren't enough of them. Wolves are, or were, the chief predators of many ecosystems around the world. People have hunted them to the brink of extinction in many regions, and in those places nature's system has broken down. Now scientists have begun careful programs to reintroduce wolves into some areas, such as a highly publicized and controversial effort in Yellowstone Park.

Treat wolves as monsters?

Yeah, and then see if you can scare people with a spotted owl or snail darter

HEY, WE'RE HEADED  
OVER TO MICHAEL J. FOX'S  
HOUSE TO KICK HIS "TEEN WOLF"  
ASS. WANNA COME?



VAIRVOOLF,  
POOCHIE, WAKE UP. NO PLAY  
DEAD, VAIRVOOLF, GET UP.  
LOOK: I HAVE A STICK!  
FETCH, BOY, FETCH!



Allen Varney, a freelance designer with credits for TBS, West End, G4, and others, is so glad to be both James in *Stargate* and the hairless dog designer for the series. More than usual, that's.



# THE END OF THE WORLD

A Fallen Empires game variant for  
*Magic: The Gathering.*

By Will Chase



our land's harvests have become less and less plentiful. The climate is cooling rapidly, and many seers predict the coming of a terrible ice

age. As if things weren't bad enough, life and limb are threatened by all manner of feral creature. They are malodorous beings that issue forth from every dung heap, ocean trench, and breeding pit.

Welcome to The End of the World.

These are the thoughts of the average Sarpadian citizen during the twilight of their culture. The colors of magic have fallen in upon themselves. The civilizations they have built up are threatened by their own wilder side.

Two colors caused their own problems. Black's Order of the Ebon Hand must reckon with the Thrulls they created as slaves. Green's Elves must deal with the Thallids they created for food.

Red's Dwarves, however, are besieged by Gob-

lins, who are willing to blow themselves up at a moment's notice. Beneath the ocean's surface, Blue's Merfolk must deal with an encroaching Homarid menace. The townspeople of White's cities are riddled from within by zealots crying for blood.

It's not a pleasant time for anyone, considering civilization as they know it is being crushed as an ice age closes in. And, as we all know, the *Ice Age* was Dominaria's darkest era (and Wizards of the Coast's most profitable expansion). Well, here's your chance to recreate that joyous time in Dominaria. Take the role of one of the *Fallen Empires* in its struggle for survival. Be either the civilized races, trying to preserve their way of life, or the new species on the block, trying to establish themselves as the dominant life forms. And just like in that life-and-death struggle, both sides have access to the same resources. Each and every player will not only draw from the same deck, but play from the same hand!

## Deck Building

The cards in the deck must all be the same color, and must all come from *Magic: The Gathering's* Fourth Edition and *Fallen Empires* sets (if you have Revised, that's OK).

A draw deck for two should contain 100 to 130 cards. If you're going to play with three or four people (more than four is terribly complicated), add about 40 cards per person.

As you build your deck, classify cards as civilized, feral, and general. This is a matter of common sense: any card that produces any feral creature, like a Thallid or Thrull, should be earmarked for the feral player. (There are some exceptions to this rule. An Elvish player may control Thallids if she casts Elvish Farmer, for instance.) It helps to write down which cards may be cast by whom. Whatever you do, keep the feral and civilized cards in equal proportion.

Blue and green decks are the easiest to build, since the battle lines are fairly well-drawn: Merfolk vs. Homarid, Elf vs. Thallid.

Black is a little trickier. Any black summoning spell that doesn't mention Thrull anywhere should be considered civilized. Other black spells that don't directly deal with Thrulls should be considered general.

Red's Goblins have an overwhelming edge. The only direct damage spell that should be put in their grubby little hands is Goblin Grenade. All others, give to the Dwarves. That should even things out somewhat.

Playing with white is incredibly cut throat: every spell is general! It becomes a race to see who can cast the Hand of Justice first!

Any continuous artifact that causes damage or awards life (such as Black Vise, The Rack, Ivory Tower or Armaged-

don Clock) should be left out on general principle. But cards like Rod of Ruin are acceptable: it has a fairly high activation cost for the amount of damage it does.

Don't use banned cards, and use only one of restricted cards.

A good draw deck should be 30 to 40 percent land. There should be enough land for every player to cast most spells comfortably.

Don't favor one side over another when building the draw deck. Remember, you don't know which side you're going to be!

## Setup

When you're ready to play, take two basic lands of the type found in the deck and place them between you and your opponent.

Randomly decide which side each player is on. The easiest way to do this is



flip a coin: heads, you're civilized; tails, you're feral.

For three or more players, have two people each flip a coin. If they turn up the same way, the other two players are on the side that didn't come up. If the coins split, a third player should flip and take that side; the fourth player, if any, should take the side opposite the third player's result.

mally—the player can put down a land and cast spells—except for one thing: the player may not cast her opponent's spells. We'll explain...

If you're a civilized player and the communal hand is chock full of feral cards, you're flat out of luck. You can't use any of those spells, although you can attack and use your permanents' abilities!

If the hand is full of general cards, then either type of player may use them. A player may even cast an instant or interrupt during someone else's turn, although before doing so he must ask permission from the player currently taking a turn. Try not to tip your hand when doing so: if your eyes are glued to that Giant Growth while you ask permission to cast an instant, your opponent can say no and

one card during the draw phase. If the hand is below seven, the players should draw the appropriate number of cards to keep the hand at seven.

When a player places a land for that turn, he may choose to put it in the communal pool rather than in front of himself. This has advantages in a multiplayer game. Since you can't share your personal mana, adding to the communal pool helps a mana-poor ally. However, it also gives your opponents more mana to use.

Attacks may only be launched at an opponent, and you may only attack one player a turn—no splitting attacks among opponents.

### Strategy

Beware the creative discard style of play. If your opponent has a full hand of seven, she might begin her turn, draw her card, do nothing, end her turn, and discard a card from the communal deck that you were planning to cast the very next turn! It's a dirty trick, but it's legal.

Play the general spells very carefully. It may not be a good idea to wait to cast that Stream of Life or Fireball on the table—your opponent might get to it first. On the other hand, it's a very good idea to field as many creatures as you can. If you can get a creature lock early, you've got the game half-won. This is the feral player's strength.

### Ending the Game

The game ends when all the players on one side are defeated. If the civilized forces win, they've forestalled their doom until another day. If the feral side wins, well... it was inevitable, wasn't it?

*Wil Chase, no matter how we threaten him, refuses to disclose the location of the other L in his first name.*



## FALLEN EMPIRES VARIANT GAME DIAGRAM

FOR POSITION OF CARDS ONLY

Each player begins the game with 20 life. Take your seats, choose who goes first, and begin!

### The Rules

When the game starts, there are two basic lands already in play. These communal lands may be used by the player whose turn it is. These lands may never be destroyed, enchanted, or otherwise monkeyed with. They're even immune from Armageddon! The communal lands untap on every player's untap phase.

The player who goes first draws seven cards from the communal deck for her opening draw and an eighth for her first turn. All of these cards go face-up in the middle, between the players. This, in all its glory, is the communal hand.

The rest of the turn proceeds nor-

use it to bolster one of her creatures.

When your turn is done, it passes to the player to your left. If the hand is at seven cards, each player should draw

## Thallid vs. Elf Deck

### Elf Cards

2 Craw Wurms  
2 Elvish Archers  
1 Elvish Farmer  
2 Elvish Fortresses  
2 Elvish Hunters  
1 Elven Lyre  
1 Elven Riders  
2 Elvish Scouts  
2 Llanowar Elves  
1 Regrowth  
4 Scryb Sprites  
2 Thelonite Monks  
2 Timberwolves  
2 Wanderlusts

### General Cards

2 Aspects of Wolf  
1 Birds of Paradise  
33 Forests  
3 Giant Growths  
1 Pendelhaven  
2 Regenerations  
2 Streams of Life  
1 Tranquility  
2 Walls of Brambles  
2 Wild Growths

### Thallid Cards

2 Carnivorous Plants  
1 Feral Thallid  
1 Force of Nature  
2 Fungal Blooms  
1 Fungusaur  
2 Night Soils  
2 Spore Clouds  
1 Spore Flower  
4 Thallids  
3 Thallid Devourers  
3 Thorn Thallids  
2 Venoms  
2 Webs

Just put in artifacts, count the total number of cards, add in half as many forests, shuffle thoroughly, and you're ready to play!

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# HOMELANDS

## LANDS ON SHELVES

**Magic's first all-original set since *Fallen Empires*.**

By Douglas Goldstein



■ Clockwork Gnomes: big boosts for artifact decks everywhere, and really cute too!



■ Marjhan: could this be the best of the biggest? You decide!

It seems like only yesterday we were crowding around stores clamoring to buy new Fourth Edition packs, or new *Chronicles* packs, or new *Ice Age* packs. But here we are again buying *Homelands* at \$1.75 (if we're lucky) for a pack of eight cards.

There's no way of knowing if *Homelands* will be as hard to get as *Ice Age*, but it's a pretty sure bet. With four sets in current release, Wizards of the Coast cannot meet demand, which unfortunately is keeping pack prices high in most places.

That won't stop us from racing to buy those individual killer cards, though. Check 'em out.

### Black

As with *Ice Age*, the driving color behind the story of *Homelands* is black. This time, the star is definitely Baron Sengir. He and his relatives work together to make vampires a formidable force.

Alone, the Baron is a 5/5 flyer, without the massive upkeep costs of other black biggies like Lord of the Pit, Cosmic Horror, and Yawgmoth Demon. Figure in the fact that he can go up +2/+2 every time he kills a creature and you've got something comparable to the great Shivan Dragon. That he regenerates other vampires is just icing on the cake.

The sheer coolness of Baron Sengir and the expected scarcity of *Homelands* should drive the value of this card up to or past \$10. However, when the new cards become plentiful, players may realize that there are few vampires in *Magic*, and that Baron's casting cost of three black and five other mana is pretty high. His price will eventually level off. Enjoy your popularity while you can, Baron.

### Blue

What would any new set be without a really big blue creature? Marjhan, our hefty *Homelands* friend, is a healthy 8/8. It's the fourth-biggest creature in *Magic*, after Polar Kraken (*Ice Age*,

11/11, \$8-\$12), Leviathan (Fourth Edition, 10/10, \$3.50-\$5), and Colossus of Sardia (Fourth Edition, 9/9, \$4-\$6). Marjhan could eventually be more sought-after than all of these cards because of what it offers.

Seven mana (two blue) is a cheap casting cost for an 8/8 creature. Marjhan comes into play untapped, so it's readily accessible, and while it costs you a creature to untap it, there're lots of ways to get crappy token creatures nowadays. Most important is its ability to ping incoming non-flying creatures for only UU. This can even be used when it's tapped! With islands on your side, Marjhan could easily become one of the best creatures in *Magic*.

Another interesting blue creature is the Giant Oyster. Its \$3-\$5 price comes from its originality and fun value—it literally eats other creatures over the course of a few turns. It probably won't go much higher in value, though, since there're much quicker ways to kill creatures.

Merchant Scroll (\$0.35-\$0.75) is interesting because it's so similar to black's discontinued Demonic Tutor (Revised, \$6-\$8), letting you get only an instant or interrupt from your library. The only comparable blue spell is Recall. If it weren't common, Merchant Scroll might have gone for big bucks.

Also notable is Mystic Decree (\$5-\$7), which is better than red's old Gravity Sphere (\$15-\$25 in *Legends*), since it both removes flying and stops islandwalk.

You might think Gravity Sphere and Demonic Tutor will go down in price and demand because of these new blue cards, but history suggests otherwise. Since so many cards in *Ice Age* let you get cards, I questioned the value of Ancestral Recall. Its price dropped slightly to \$45-\$65 in *Unlimited*, but that's consistent with a slight falling-off for all the old discontinueds; *Ice Age* had scant effect on prices.

(The old discontinueds are cooling down because so many new cards do so many powerful things that we're a little hesitant to pay

so much for these older cards; so many cards have been released, sending the originals' value plummeting; and the old Alphas are illegal in some tournaments because of the difference in their corners.)

## Green

Do you know how hard it is to stop a creature that can't be targeted by anything? You do if you've played Autumn Willow. Nobody can target it unless its controller allows it. While the controller can give it enchantments like Divine Transformation, nobody can use a Lightning Bolt or Maze of Ith on it! And it starts out at 4/4! This creature is arguably the biggest eye-opener of *Homelands*. Grab one at \$8 if you can, cause they'll be going fast.

Speaking of fast, Hungry Mist (\$0.35-\$0.75) is a creature green players will love to cast on the second or third turn. A 6/2 for only four mana (two green) is great, and who cares about the two-green-mana-upkeep? Hungry Mist is as cheap and deadly as Lhurgoyf. If Hungry Mist weren't common, it'd be worth something.

Primal Order will be another



Oh, if only there were thousands fewer of these—they're better than some of the rares...

card that everyone wants because of its strength and ease of use. It pings people for each non-basic land they have. If you don't use any, you're sure to hurt you opponent, because nobody can resist playing with all the goofy lands available. As with Autumn Willow, grab a Primal Order at \$8 and consider yourself lucky.

## Red

Red has always been a color that loves to destroy artifacts, especially with Shatter and Shatterstorm, but now it's got two creatures that tap to blow them up.

Both commons, Joven and Chandler (both \$0.35-\$0.75) are basically identical, except Joven zaps non-creature artifacts and Chandler only kills artifact creatures. They're both pretty cheap, but damn useful. If you've been grinning smugly over your *Ice Age* Icy Manipulators, be careful.

Something we all need to be careful about, however, is Eron the Relentless. Let's see, a regenerating 5/2 isn't bad, but—holey moley—he can attack the turn he comes into play! *Ice Age* had a

# UNTAPPED POTENTIAL

Card: **Arena of the Ancients**

Set: **Chronicles**

Current Value: **\$3-\$5**

Rarity: **Uncommon**

Most of us playing this game got into it after *Legends* hit the stands, and most of us didn't have any Summon Legend cards for a long time. That was before the summer of this year, of course, when *Chronicles*, *Ice Age*, and now *Homelands* started coming out.

Thanks to *Chronicles*, who among us doesn't have at least one Elder Dragon Legend and a handful of other legends like Gabriel Angelfire or Dakkon Blackblade? *Ice Age* only had two legends in it, but the entire *Homelands* set focuses on legends like Baron Sengir.

And what does this have to do with Arena of the Ancients? For only three mana, put Arena of the Ancients into play and you've effectively incapacitated your enemy's legends. That should turn the spotlight on this overlooked card.



few creatures with that ability, and *Homelands* sneaks in a few more, but none like this 5/2 monster. You'll find him now under \$7, but he could move up.

## White

White has many cards with far-reaching abilities, and now there are two more. Serra Aviary gives all flying creatures +1/+1. \$5-\$7 seems like a good price for yet another killer white enchantment.

Also, keep your eyes open for an Aysen Highway (\$4-\$6). It gives all white creatures plainswalk. Combine with Jinx for mischievous mayhem.

## Artifacts and Lands

Unfortunately, the special lands in *Homelands* disappoint. The first "quad" lands, cards like Wizard's School and Castle Sengir, seem cool but have expensive mana-producing abilities. Better to use a Celestial Prism, which at \$1 is cheaper than the \$5 or so being asked for quadlands.

Two important artifacts are Clockwork Gnomes (awesome in artifact decks, and you'll need them to deal with Chandler; \$0.35-\$0.75) and Digeridoo (it lets you cast Minotaurs for three mana, even as surprise blockers in combat; \$4-\$6).

Like any other set, *Homelands* has its share of exotic winners and silly losers. There're some good commons like Feast of the Unicorn and some dippy rares like Dwarven Pony. There're enough cool cards here to keep demand, and the price per pack, high. Our quest to buy *Homelands* and *Ice Age* may last until the next set is released next spring.

The right side of Doug Goldstein's head was numb when writing this column.



## WHAT YOU NEED TO KNOW ABOUT THE INQUEST PRICE GUIDE

### CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked...

One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he/she feels important. Without further ado, here are the grades:

**Mint (MT):** Perfectumundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

**Near Mint (Nr-Mint):** Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

**Excellent-Mint (EX-MT):** This card is still a great looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

**Excellent (EX):** Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

**Very Good (VG):** A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

**Good (GD):** A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

**Fair:** Boy, if you thought Good cards were bad, you ain't seen nothing yet. Fair cards contain holes, tears, stains, water damage and everything else under the sun. These cards, too, are not tournament legal and look like they went through the wash in your jeans. Fair cards sell for five to 15 percent of price guide listings. (Which would make a Fair Wall of Wood, like, negative six bucks.)

**Poor:** OK, let's get one thing straight: Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Poor cards sell for less than five percent of price guide listings (i.e.: they suck).

### About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it. A value listed for a card in a price guide does not definitively state what a card is "worth."

### How to use the InQuest Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

All cards have their color designations to the left of the card name.

price guide	
 Dark Heart of the Wood ..... 35 ..... 75  Dark Sphere ..... 3.50 ..... 5.00  Deep Water ..... 2.25 ..... 75  Diabolic Machine ..... 2.25 ..... 3.00  Drowned ..... 35 ..... 75  Dust to Dust ..... 35 ..... 75  Eater of the Dead ..... 4.00 ..... 6.00  Electric Eel ..... 1.50 ..... 2.50  Elves of Deep Shadow ..... 2.50 ..... 3.50  Erosion ..... 35 ..... 75  Eternal Flame ..... 4.00 ..... 6.00  Exorcist ..... 6.00 ..... 10.00  Fallen, The ..... 3.25 ..... 4.00  Fastling ..... 1.50 ..... 2.50  Fellowship Stone ..... 2.50 ..... 3.50  Festival ..... 35 ..... 75  Fire and Brimstone ..... 2.25 ..... 3.00  ..... 2.25 ..... 3.00	
 rde of Protection: Artifact ..... 7.00 ..... 10.00  anal Druid ..... 3.50 ..... 5.00  ay Statue ..... 75 ..... 1.50  kwork Avian ..... 8.00 ..... 12.00  of Sardin ..... 10.00 ..... 15.00  ..... 1.00 ..... 4.00	

### How to use the InQuest CCG Price Guide

In this example, **Doomtrooper** is the name of the game, **Heartbreaker** is the name of the manufacturer, and **Inquisition** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.

DOOMTROOPER	
 Full Set (337 cards) ..... \$275.00 ..... 350.00  Starter Deck (60 cards) ..... 8.00 ..... 9.00  Starter Box (10 decks) ..... 75.00 ..... 90.00  Booster Pack (15 cards) ..... 2.25 ..... 2.50  Booster Box (36 packs) ..... 80.00 ..... 90.00  Alakhi The Cunning ..... 7.00 ..... 10.00  Cardinal Dominik ..... 7.00 ..... 10.00  Crenshaw The Mortificator ..... 7.00 ..... 10.00  Nimrod Autocannon ..... 5.00 ..... 8.00  Personal Anti-Personnel Mines ..... 7.00 ..... 10.00	
INQUISITION EXPANSION	
 Full Set (170) ..... .....  ..... .....  ..... .....  ..... .....  ..... .....	 B.A.T.F. ..... 1.25 ..... 2.00  Bank Merger ..... 1.50 ..... 2.50  Bank of England ..... 1.50 ..... 2.50  Bavarian Illuminati ..... 1.50 .....  Bermuda Triangle ..... 1.50 .....  Big Sallout, The ..... 1.50 .....  Bigger Business ..... .75 .....  Blitzkrieg ..... 3.25 .....  Bodyguard ..... 1.50 .....  Book of Kells ..... .75 .....  Botched Contact ..... .75 .....  Bribery ..... .75 .....  C.I.A. ..... 3.25 .....  Canada ..... 1.50 .....  Cattle Mutilators ..... .....  Celebrity Spokesman ..... .....  Censorship ..... .....  Center For Disease Control ..... .....

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# TIQUEST

## price guide

### ALPHA LIMITED

WIZARDS OF THE COAST: 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards) ..... \$2,800.00 ..... 3,400.00  
 Starter Deck (60 cards) ..... 200.00 ..... 250.00  
 Starter Box (10 decks) ..... 1,900.00 ..... 2,500.00  
 Booster Pack (15 cards) ..... 90.00 ..... 110.00  
 Booster Box (36 packs) ..... 3,200.00 ..... 3,700.00

Air Elemental	2.50	3.50
Ancestral Recall	75.00	125.00
Animate Artifact	1.50	2.50
Animate Dead	1.50	2.50
Animate Wall	5.00	8.00
Ankh of Mishra	5.00	8.00
Armageddon	8.00	12.00
Aspect of Wolf	8.00	12.00
Bad Moon	8.00	12.00
Badlands	25.00	40.00
Balance	7.00	10.00
Basalt Monolith	3.25	4.00
Bayou	25.00	40.00
Benalish Hero	7.50	1.50
Berserk	35.00	55.00
Birds of Paradise	12.00	15.00
Black Knight	3.50	5.00
Black Lotus	250.00	350.00
Black Vise	3.25	4.00
Black Ward	7.50	1.50
Blaze of Glory	50.00	75.00
Blessing	8.00	10.00
Blue Elemental Blast	7.50	1.50
Blue Ward	7.50	1.50
Boj Wraith	2.50	3.50
Brangseyer	18.00	25.00
Burrowing	1.50	2.50
Camouflage	15.00	20.00
Castle	3.50	5.00
Celestial Prism	1.50	2.50
Channel	1.50	2.50
Chaos Orb	100.00	125.00
Chaospore	4.00	6.00
Circle of Protection: Blue	7.50	1.50
Circle of Protection: Green	7.50	1.50
Circle of Protection: Red	7.50	1.50
Circle of Protection: White	7.50	1.50
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Demonic Hordes	20.00	30.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	15.00
Disenchant	7.50	1.50
Disintegrate	7.50	1.50
Disrupting Scepter	6.00	10.00
Dragon Whelp	4.00	6.00
Drain Life	7.50	1.50
Drain Power	8.00	12.00
Drudge Skeletons	7.50	1.50
Dwarven Demolition Team	15.00	20.00
Dwarven Warriors	7.50	1.50
Earth Elemental	3.50	5.00
Earthbind	2.25	3.00
Earthquake	8.00	12.00

Elvish Archers	6.00	10.00
Evil Presence	1.50	2.50
False Orders	7.00	10.00
Farmstead	10.00	15.00
Fastbond	12.00	15.00
Fear	7.50	1.50
Feedback	7.50	1.50
Fire Elemental	2.50	3.50
Fireball	7.50	1.50
Firebreathing	7.50	1.50
Flashfires	1.50	2.50
Flight	7.50	1.50
Fog	7.50	1.50
Force of Nature	18.00	25.00
Forcefield	125.00	150.00
Forest	35	75
Fork	35.00	45.00



### TOP TEN HOTTEST CARDS

#### 10) Marton Stronghold

Each creature that attacks with Marton gets a +1/+1 for the total amount of attacking creatures? Geez, he sure makes other Legends look pretty crappy, especially Kasimu the Lone Wolf, who does... nothing.

Frozen Shade	7.50	1.50
Fungusaur	8.00	12.00
Gaea's Ledge	15.00	20.00
Gauntlet of Might	100.00	150.00
Giant Growth	7.50	1.50
Giant Spider	7.50	1.50
Glosses of Urza	1.50	2.50
Gloom	1.50	2.50
Goblin Balloon Brigade	1.50	2.50
Goblin King	15.00	20.00
Granite Gargoyles	18.00	25.00
Gray Ogre	7.50	1.50
Green Ward	7.50	1.50
Guardian Angel	2.25	3.00
Grizzly Bears	7.50	1.50
Healing Salve	7.50	1.50
Helm of Chortuk	6.00	10.00
Hill Giant	7.50	1.50
Hive, The	8.00	12.00
Holy Armor	7.50	1.50
Holy Strength	7.50	1.50
Howl from Beyond	7.50	1.50
Hawking Muse	10.00	15.00
Hurlion Manatour	7.50	1.50
Hurricane	1.50	2.50
Hydrotic Specter	4.00	6.00
Ice Storm	18.00	25.00
Icy Manipulator	35.00	70.00
Illusionary Mask	60.00	80.00
Instill Energy	1.50	2.50
Invisibility	8.00	15.00
Iron Star	7.50	1.50
Ironclaw Orcs	1.25	2.00
Ironroot Treefolk	7.50	1.50
Island (Dark Blue Sky)	60	1.00
Island	35	75
Island Sanctuary	7.00	10.00
Ivory Cup	7.50	1.50

Jade Monolith	3.50	5.00
Jade Statue	18.00	25.00
Joyemdae Toma	6.00	10.00
Juggernaut	10.00	15.00
Jump	7.50	1.50
Karma	1.50	2.50
Keldon Warlord	4.00	6.00
Kormus Bell	5.00	8.00
Kudzu	10.00	15.00
Lance	3.25	4.00
Ley Druid	1.50	2.50
Library of Leng	1.50	2.50
Lich	70.00	90.00
Lifelace	1.50	2.50
Lifeline	4.00	6.00
Lifepelt	1.50	2.50
Lightning Bolt	7.50	1.50
Living Artifact	7.00	10.00
Living Lands	6.00	10.00
Living Wall	3.25	4.00
Unowar Elves	7.50	1.50
Lord of Atlantis	12.00	18.00
Lord of the Pit	15.00	20.00
Lure	1.50	2.50
Magical Hack	10.00	15.00
Mahamoh Djin	12.00	15.00
Alana Flare	8.00	12.00
Mana Short	6.00	10.00
Mana Vault	6.00	10.00
Manabombs	6.00	10.00
Meekstone	7.00	10.00
Mesa Pegasus	7.50	1.50
Merfolk of the Pearl Trident	7.50	1.50
Mind Twist	8.00	12.00
Mons' Goblin Raiders	7.50	1.50
Mountain	35	75
Max Emerald	150.00	225.00
Max Jet	150.00	225.00
Max Pearl	150.00	225.00
Max Ruby	150.00	225.00
Max Sapphire	150.00	225.00
Natural Selection	50.00	60.00
Nether Shadow	7.00	10.00
Nettling Imp	7.00	10.00
Nevinyrral's Disk	8.00	12.00
Nightmare	20.00	30.00
Northern Paladin	15.00	20.00
Obsidian Golem	1.50	2.50
Orchid Artillery	2.50	3.50
Orchid Chameleon	10.00	20.00
Paralyze	7.50	1.50
Perished Unicorn	7.50	1.50
Personal Incarnation	10.00	15.00
Pestilence	7.50	1.50
Phantasmal Forces	1.50	2.50
Phantasmal Terrain	7.50	1.50
Phantom Monster	1.50	2.50
Pirate Ship	7.00	12.00
Plague Rats	7.50	1.50
Plains	35	75
Plateau	25.00	40.00
Power Leak	7.50	1.50
Power Sink	7.50	1.50
Power Surge	7.00	10.00
Prodigious Sorcerer	7.50	1.50
Psionic Blast	18.00	25.00
Psychic Venom	7.50	1.50
Purecra	4.00	6.00
Raging River	50.00	70.00
Raise Dead	7.50	1.50
Red Elemental Blast	7.50	1.50
Red Ward	7.50	1.50
Regeneration	7.50	1.50
Regrowth	8.00	12.00
Resurrection	3.50	5.00
Reverse Damage	10.00	15.00
Righteousness	8.00	12.00
Rox of Klier Ridges	15.00	20.00
Rock Hydra	25.00	35.00
Rod of Ruin	1.50	2.50
Royal Assassin	25.00	35.00
Sacrifice	3.25	4.00
Sanctify	7.50	1.50
Savannah	25.00	40.00
Savannah Lions	7.00	10.00
Scarabe Zombies	7.50	1.50
Scavenging Ghoul	1.50	2.50
Scrubland	25.00	40.00
Scrib Sprites	7.50	1.50
Sea Serpent	7.50	1.50
Sedge Troll	15.00	20.00
Sengir Vampire	7.00	10.00
Serra Angel	10.00	15.00
Shamolin Dryads	7.50	1.50
Shatter	7.50	1.50
Shivan Dragon	25.00	35.00

Simulacrum	1.50	2.00
Sinkhole	10.00	15.00
Siren's Call	2.50	3.50
Sleight of Mind	7.00	10.00
Smoke	6.00	10.00
Sol Ring	10.00	15.00
Soul Net	1.50	2.50
Spell Blast	7.50	1.50
Stasis	6.00	10.00
Steel Artifact	1.50	2.50
Stone Giant	1.50	2.50
Stone Rain	7.50	1.50
Stream of Life	7.50	1.50
Sunglasses of Urza	8.00	12.00
Swamp	35	75
Swords to Plowshares	2.50	3.50
Tago	25.00	40.00
Terror	7.50	1.50
Thicket Basilisk	4.00	6.00
Thoughtlace	4.00	6.00
Throne of Bone	7.50	1.50
Timber Wolves	6.00	10.00
Time Vault	60.00	80.00
Time Walk	170.00	225.00
Timecaster	90.00	120.00
Tranquility	7.50	1.50
Tropical Island	25.00	40.00
Tsunami	1.50	2.50
Tundra	25.00	40.00
Tunnel	7.50	1.50
Twiddle	4.00	6.00
Two-Headed Giant of Forys	70.00	80.00
Underground Sea	25.00	40.00
Unholy Strength	7.50	1.50
Unsummon	7.50	1.50
Urdrun Troll	3.50	5.00
Verduran Enchantress	8.00	12.00
Vesuvan Doppelganger	35.00	50.00
Veteran Bodyguard	18.00	25.00
Volcanic Eruption	8.00	12.00
Wall of Air	1.50	2.50
Wall of Bone	1.50	2.50
Wall of Brambles	1.50	2.50
Wall of Fire	1.50	2.50
Wall of Ice	1.50	2.50
Wall of Stone	1.50	2.50
Wall of Swords	3.50	5.00
Wall of Water	7.50	1.50
Wall of Wood	7.50	1.50
Wanderlust	1.50	2.50
War Mammoth	7.50	1.50
Warp Artifact	6.00	10.00
Water Elemental	2.50	3.50
Weakeness	7.50	1.50
Web	6.00	10.00
Wheel of Fortune	15.00	20.00
White Knight	3.50	5.00
White Ward	7.50	1.50
Wild Growth	7.50	1.50
Will-O'-The-Wisp	10.00	15.00
Winter Orb	6.00	10.00
Wooden Sphere	7.50	1.50
Word of Command	65.00	90.00
Wrath of God	8.00	12.00
Zombie Master	8.00	12.00

### BETA LIMITED

WIZARDS OF THE COAST: 1993

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards) ..... \$2,100.00 ..... 2,600.00  
 Starter Deck (60 cards) ..... 150.00 ..... 175.00  
 Starter Box (10 decks) ..... 1,400.00 ..... 1,750.00  
 Booster Pack (15 cards) ..... 65.00 ..... 85.00  
 Booster Box (36 packs) ..... 2,300.00 ..... 2,800.00

Air Elemental	2.25	3.00
Ancestral Recall	60.00	90.00
Animate Artifact	1.25	2.00
Animate Dead	1.25	2.00
Animate Wall	3.50	5.00
Ankh of Mishra	4.00	6.00
Armageddon	6.00	10.00
Aspect of Wolf	7.00	10.00
Bad Moon	7.00	10.00
Badlands	20.00	35.00
Balance	5.00	8.00
Basalt Monolith	2.50	3.50
Bayou	20.00	35.00
Benalish Hero	7.50	1.50
Berserk	30.00	40.00
Birds of Paradise	10.00	15.00
Black Knight	3.25	4.00
Black Lotus	200.00	250.00
Black Vise	2.50	3.50





## price guide

Black Ward	75	1.50
Blaze of Glory	40.00	60.00
Blessing	7.00	10.00
Blue Elemental Blast	75	1.50
Blue Ward	75	1.50
Bog Wraith	2.25	3.00
Brainrager	15.00	20.00
Burrowing	1.25	2.00
Camouflage	12.00	18.00
Castle	3.25	4.00
Celestial Prism	1.25	2.00
Channel	1.25	2.00
Chaos Orb	95.00	100.00
Chaoslace	3.25	4.00
Circle of Protection: Black	75	1.50
Circle of Protection: Blue	75	1.50
Circle of Protection: Green	75	1.50
Circle of Protection: Red	75	1.50
Circle of Protection: White	75	1.50
Clone	10.00	15.00
Clockwork Beast	5.00	8.00
Cockatrice	10.00	15.00
Consecrate Land	8.00	12.00
Conservator	75	1.50
Contract from Below	6.00	10.00
Control Magic	3.25	4.00
Conversion	3.25	4.00
Copper Tablet	10.00	15.00
Copy Artifact	8.00	12.00
Counterspell	2.50	3.50
Crow Worm	75	1.50
Creature Bond	75	1.50
Crusade	7.00	10.00
Crystal Rod	75	1.50
Cursed Land	75	1.50
Cyclopean Tomb	70.00	110.00
Dark Ritual	75	1.50
Darkpact	5.00	8.00
Death Ward	75	1.50
Deathgrip	1.25	2.00
Deathlace	3.25	4.00
Demonic Attorney	7.00	10.00
Demonic Hordes	18.00	25.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	12.00
Disenchant	75	1.50
Disintegrate	75	1.50
Disrupting Scepter	5.00	8.00
Dragon Whelp	3.25	4.00
Dragon Life	75	1.50
Dragon Power	6.00	10.00
Drudge Skeletons	75	1.50
Dwarven Demolition Team	12.00	18.00
Dwarven Warriors	75	1.50
Earth Elemental	3.25	4.00
Earthbind	1.50	2.50
Earthquake	6.00	8.00
Eldritch Archers	4.00	6.00
Evil Presence	1.25	2.00
False Orders	5.00	8.00
Farmstead	8.00	12.00
Fastbond	10.00	15.00
Fear	75	1.50
Feedback	75	1.50
Fire Elemental	2.25	3.00
Fireball	75	1.50
Firebreathing	75	1.50
Flashfires	1.25	2.00
Flight	75	1.50
Fog	75	1.50
Force of Nature	15.00	20.00
Forcefield	90.00	125.00
Forest	20	40
Fairy	30.00	40.00
Frozen Shade	75	1.50
Fungusaur	5.00	8.00
Goat's Leg	12.00	18.00
Gauntlet of Might	80.00	125.00
Giant Growth	75	1.50
Giant Spider	75	1.50
Glosses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	12.00	18.00
Gronite Gargoyle	15.00	20.00

Gray Ogre	75	1.50
Green Ward	75	1.50
Grizzly Bears	75	1.50
Guardian Angel	1.50	2.50
Healing Salve	75	1.50
Helm of Chutzuk	5.00	8.00
Hill Giant	75	1.50
Hive, The	7.00	10.00
Holy Armor	75	1.50
Holy Strength	75	1.50
Howl from Beyond	75	1.50
Hawling Mine	8.00	10.00
Hurlaan Minotaur	75	1.50
Hurricane	1.25	2.00
Hypnotic Specter	3.25	4.00
Ice Storm	15.00	20.00
Icy Manipulator	25.00	50.00
Illusionary Mask	50.00	75.00
Instill Energy	1.25	2.00
Invisibility	8.00	12.00
Iron Star	75	1.50
Ironwood Orcs	75	1.50
Ironroot Treefolk	75	1.50
Island (Dark Blue Sky)	30	60
Island	20	40
Island Sanctuary	6.00	10.00
Ivory Cup	75	1.50
Jade Manolith	3.25	4.00
Jade Statue	15.00	20.00
Jayemdae Tome	5.00	8.00
Juggernaut	8.00	12.00
Jump	75	1.50
Karma	1.50	2.50
Keldon Warlord	3.25	4.00
Karmas Bell	4.00	6.00
Kudzu	8.00	12.00
Lance	2.25	3.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	50.00	75.00
Lifelace	1.25	2.00
Lifelace	3.25	4.00
Lifelap	1.25	2.00
Lightning Bolt	75	1.50
Living Artifact	6.00	10.00
Living Lands	4.00	6.00
Living Wall	2.50	3.50
Manawar Elves	75	1.50
Lord of Atlantis	10.00	15.00
Lord of the Pit	12.00	18.00
Lure	1.25	2.00
Magical Hack	8.00	12.00
Mahamut Dymn	10.00	15.00
Manabombs	4.00	6.00
Mana Flare	7.00	10.00
Mana Short	4.00	6.00
Mana Vault	4.00	6.00
Meekstone	5.00	8.00
Merfolk of the Pearl Trident	75	1.50
Mesa Pegasus	75	1.50
Mist Twister	6.00	10.00
Mons's Goblin Raiders	75	1.50
Mountain	20	40
Max Emerald	125.00	175.00
Max Jet	125.00	175.00
Max Pearl	125.00	175.00
Max Ruby	125.00	175.00
Max Sapphire	125.00	175.00
Natural Selection	40.00	50.00
Nether Shadow	6.00	10.00
Nettling Imp	5.00	8.00
Nevynral's Disk	6.00	10.00
Nightmare	18.00	25.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.25	2.00
Orash Artillery	75	1.50
Orash Drifflame	3.25	4.00
Paralyze	75	1.50
Peasent Unicorn	75	1.50
Personal Incarnation	8.00	12.00
Pestilence	75	1.50
Phantasmal Forces	1.25	2.00
Phantasmal Terra	75	1.50
Phantom Monster	1.25	2.00
Pirate Ship	5.00	8.00
Plague Rats	75	1.50
Plains	20	40
Plateau	20.00	35.00
Power Leak	75	1.50
Power Sink	75	1.50
Power Surge	6.00	10.00
Prodigal Sorcerer	75	1.50
Psionic Blast	15.00	20.00
Psychic Venom	75	1.50
Purple	3.25	4.00
Raging River	45.00	60.00

Raise Dead	75	1.50
Red Elemental Blast	75	1.50
Red Ward	75	1.50
Regeneration	75	1.50
Regrowth	6.00	10.00
Resurrection	3.25	4.00
Reverse Damage	8.00	12.00
Righteousness	7.00	10.00
Roc of Kher Ridges	12.00	18.00
Rock Hydra	20.00	30.00
Rod of Ruin	1.25	2.00
Royal Assassin	20.00	30.00
Sacrifice	2.50	3.50
Samite Healer	75	1.50
Savannah	20.00	35.00
Savannah Lions	5.00	8.00
Scathe Zombies	75	1.50
Scavenging Ghoul	1.25	2.00
Scrubland	20.00	35.00
Scrib Sprites	75	1.50
Sea Serpent	75	1.50
Sedge Troll	12.00	15.00
Sengir Vampire	5.00	8.00
Serra Angel	8.00	12.00
Shanodin Dryads	75	1.50
Shatter	75	1.50

Veteran Bodyguard	12.00	20.00
Volcanic Eruption	6.00	10.00
Volcanic Island	20.00	35.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	3.25	4.00
Wall of Water	75	1.50
Wall of Wood	75	1.50
Wanderlust	1.25	2.00
War Mammoth	75	1.50
Warp Artifact	5.00	8.00
Water Elemental	2.25	3.00
Weakness	75	1.50
Web	5.00	8.00
Wheel of Fortune	12.00	18.00
White Knight	3.25	4.00
White Ward	75	1.50
Wild Growth	75	1.50
Will-o'-The-Wisp	8.00	12.00
Winter Orb	5.00	8.00
Wooden Sphere	75	1.50
Word of Command	50.00	75.00
Wrath of God	7.00	10.00
Zombie Master	6.00	10.00



## TOP TEN HOTTEST CARDS

## 9) Juzam Dymn

As a 5/5 creature with a casting cost of four, J.D. here sure is one desirable creature. But with so many less-expensive cards in demand, a pricey morsel like Juzam is just too much dinero.

Shivan Dragon	20.00	30.00
Simulacrum	1.25	2.00
Sinkhole	8.00	12.00
Siren's Call	2.25	3.00
Sleight of Mind	5.00	8.00
Smoke	4.00	6.00
Sol Ring	8.00	10.00
Soul Net	1.25	2.00
Spell Blast	75	1.50
Stasis	5.00	8.00
Steel Artifact	1.25	2.00
Stone Garg	1.25	2.00
Stone Rain	75	1.50
Stream of Life	75	1.50
Sunglasses of Urza	5.00	8.00
Swamp	20	40
Swords to Plowshares	2.25	3.00
Taiga	20.00	35.00
Terror	75	1.50
Thicket Basilisk	3.25	4.00
Thoughtlace	3.25	4.00
Throne of Bone	75	1.50
Timber Wolves	5.00	8.00
Time Vault	55.00	65.00
Time Walk	125.00	175.00
Timetwister	80.00	110.00
Tranquility	75	1.50
Tropical Island	20.00	35.00
Tsunami	1.25	2.00
Tundra	20.00	35.00
Tunnel	75	1.50
Twiddle	3.50	5.00
Two-Headed Giant of Foies	50.00	60.00
Underground Sea	20.00	35.00
Unholy Strength	75	1.50
Unsummon	75	1.50
Uttheden Troll	3.25	4.00
Verduran Enchantress	6.00	10.00
Vesuvan Doppelganger	25.00	35.00

## UNLIMITED EDITION

WIZARDS OF THE COAST: 1994

Cards are white-bordered, but otherwise identical to Beta cards.

Full Set (302 cards)	\$1,400.00	1,800.00
Starter Deck (60 cards)	125.00	150.00
Starter Box (10 decks)	1,200.00	1,500.00
Booster Pack (15 cards)	45.00	60.00
Booster Box (36 packs)	1,600.00	2,000.00

Air Elemental	1.50	2.50
Ancestral Recall	45.00	65.00
Animate Artifact	1.25	2.00
Animate Dead	1.25	2.00
Animate Wall	3.25	4.00
Ankh of Mishra	3.50	5.00
Armageddon	5.00	8.00
Aspect of Wolf	5.00	8.00
Bad Moon	5.00	8.00
Badlands	18.00	30.00
Balance	4.00	6.00
Basalt Monolith	2.25	3.00
Bayou	18.00	30.00
Benalish Hero	1.25	2.00
Berserk	20.00	35.00
Birds of Paradise	8.00	12.00
Black Knight	2.50	3.50
Black Lotus	175.00	225.00
Black Vise	2.25	3.00
Black Ward	1.25	2.00
Blaze of Glory	30.00	45.00
Blessing	4.00	6.00
Blue Elemental Blast	1.25	2.00
Blue Ward	1.25	2.00
Bog Wraith	1.50	2.50
Brainrager	12.00	18.00
Burrowing	1.25	2.00
Camouflage	10.00	15.00
Castle	2.50	3.50
Celestial Prism	1.25	2.00
Channel	1.25	2.00
Chaos Orb	50.00	70.00
Chaoslace	2.50	3.50
Circle of Protection: Black	1.25	2.00
Circle of Protection: Blue	1.25	2.00
Circle of Protection: Green	1.25	2.00
Circle of Protection: Red	1.25	2.00
Circle of Protection: White	1.25	2.00
Clockwork Beast	4.00	6.00
Clone	8.00	12.00
Cockatrice	8.00	12.00
Consecrate Land	10.00	15.00
Conservator	1.25	2.00
Contract from Below	5.00	8.00
Control Magic	2.50	3.50
Conversion	2.50	3.50
Copper Tablet	7.00	10.00
Copy Artifact	6.00	10.00
Counterspell	1.50	2.50
Crow Worm	1.25	2.00
Creature Bond	1.25	2.00
Crusade	5.00	8.00
Crystal Rod	1.25	2.00
Cursed Land	1.25	2.00
Cyclopean Tomb	40.00	70.00
Dark Ritual	1.25	2.00









## price guide

■ Gloom	75	1.50
■ Goblin Balloon Brigade	75	1.50
■ Goblin King	7.00	10.00
■ Granite Gargoyle	6.00	10.00
■ Gray Ogre	35	75
■ Green Ward	35	75
■ Grizzly Bears	35	75
□ Guardian Angel	75	1.50
□ Healing Salve	35	75
■ Helm of Chutzak	3.25	4.00
■ Hill Giant	35	75
■ Hive, The	4.00	6.00
□ Holy Armor	35	75
□ Holy Strength	35	75
■ Howl from Beyond	35	75
■ Howling Mine	6.00	8.00
■ Hurler's Recall	3.50	5.00
■ Hurler's Matriarch	35	75
■ Humane	75	1.50
■ Hypnotic Specter	2.25	3.00
■ Instill Energy	75	1.50
■ Iron Star	35	75
■ Ironroot Treefolk	35	75
■ Island	35	75
■ Island Fish Jansonus	3.50	5.00
□ Island Sanctuary	3.50	5.00
■ Ivory Cup	35	75
■ Ivory Tower	4.00	6.00
■ Jade Monolith	1.50	2.50
■ Jandor's Ring	5.00	8.00
■ Jandor's Saddlebags	2.50	3.50
■ Jeyemdae Tome	3.25	4.00
■ Juggernaut	5.00	8.00
■ Jump	35	75
□ Karma	75	1.50
■ Keldon Warlord	1.50	2.50
■ Kird Ape	7.00	2.00
■ Kormus Bell	2.50	3.50
■ Kudzu	4.00	6.00
□ Lance	1.25	2.00
■ Ley Druid	75	1.50
■ Library of Leng	75	1.50
■ Lifeorce	75	1.50
■ Lifelace	2.25	3.00
■ Lifetop	75	1.50
■ Lightning Bolt	35	75
■ Living Artifact	3.50	5.00
■ Living Lands	3.25	4.00
■ Living Wall	1.50	2.50
■ Llanowar Elves	35	75
■ Lord of Atlantis	5.00	8.00
■ Lord of the Pit	8.00	12.00
■ Luxe	75	1.50
■ Magical Hack	5.00	8.00
■ Magnetic Mountain	2.50	3.50
■ Mahomah Djinn	6.00	8.00
■ Mana Flare	4.00	6.00
■ Mana Short	3.50	5.00
■ Mana Vault	3.25	4.00
■ Manabars	3.25	4.00
■ Meekstone	3.50	5.00
■ Merfolk of the Pearl Trident	35	75
□ Mesa Pegasus	35	75
■ Mijae Djinn	4.00	6.00
■ Millstone	3.25	4.00
■ Mind Twist	3.50	5.00
■ Mishra's War Machine	3.25	4.00
■ Mons's Goblin Raiders	35	75
■ Mountain	35	75
■ Nether Shadow	3.50	5.00
■ Nettling Imp	2.50	3.50
■ Newmyrral's Disk	4.00	6.00
■ Nightmare	10.00	15.00
■ Northern Paladin	8.00	12.00
■ Obsidian Golem	75	1.50
■ Onulet	1.50	2.50
■ Orca's Artillery	75	1.50
■ Orca's Onilomme	2.25	3.00
■ Orathopter	75	1.50
■ Paralyze	35	75
■ Pearled Tin can	35	75
■ Personal Incarnation	5.00	8.00
■ Peshlence	35	75
■ Phantasmal Forces	75	1.50
■ Phantasmal Terrain	35	75

■ Phantom Monster	75	1.50
■ Pirate Ship	3.50	5.00
■ Plague Rats	35	75
■ Plains	35	75
■ Plateau	10.00	18.00
■ Power Leak	35	75
■ Power Sink	35	75
■ Power Surge	3.50	5.00
■ Primal Clay	2.50	3.50
■ Prodigal Sorcerer	35	75
■ Psychic Venom	35	75
□ Purelace	2.25	3.00
■ Rack, The	1.25	2.00
■ Raise Dead	35	75
■ Reconstruction	75	1.50
■ Red Elemental Blast	35	75
■ Red Ward	35	75
■ Regeneration	35	75
■ Regrowth	3.50	5.00
□ Resurrection	2.25	3.00
■ Reverse Damage	5.00	8.00
□ Reverse Polarity	75	1.50
□ Righteousness	4.00	6.00
■ Roc of Kher Ridges	8.00	12.00
■ Rock Hydra	12.00	18.00
■ Rocket Launcher	4.00	6.00
■ Rod of Ruin	75	1.50
■ Royal Assassin	12.00	18.00
■ Sacrifice	1.50	2.50
■ Samite Healer	35	75
■ Savannah	10.00	18.00
□ Savannah Lions	3.50	5.00



## TOP TEN HOTTEST CARDS

## 7) Strip Mine

You can't Power Sink if You can't Force Spike it. You can't Counterspell it. And it'll destroy any land, no ifs, ands, or buts. The mighty Strip Mine is one of the few essential cards in Magic.

■ Scathe Zombies	35	75
■ Scavenging Ghoul	75	1.50
■ Scrubland	10.00	18.00
■ Scryb Sprites	35	75
■ Sea Serpent	35	75
■ Sedge Troll	8.00	12.00
■ Sengir Vampire	3.50	5.00
■ Serenid's Effort	10.00	15.00
■ Serra Angel	5.00	8.00
■ Shenodin Dryads	35	75
■ Shatter	35	75
■ Shatterstorm	4.00	6.00
■ Shivren Dragon	12.00	18.00
■ Simulacrum	75	1.50
■ Siren's Call	1.25	2.00
■ Slight of Hand	3.50	5.00
■ Smoke	3.25	4.00
■ Sol Ring	6.00	8.00
■ Sorceress Queen	5.00	8.00
■ Soul Hat	75	1.50
■ Spell Blast	35	75
■ Stasis	3.25	4.00
■ Steel Artifact	75	1.50
■ Stone Giant	75	1.50
■ Stone Rain	35	75
■ Stream of Life	35	75
■ Sunglasses of Urza	3.25	4.00
■ Swamp	35	75
■ Swords to Plowshares	1.25	2.00
■ Taiga	10.00	18.00
■ Terror	35	75
■ Thicket Basilisk	2.25	3.00
■ Thoughtknot	2.25	3.00

■ Throne of Bone	35	75
■ Timber Wolves	3.25	4.00
■ Tundra	2.50	3.50
■ Tranquility	35	75
■ Tropical Island	10.00	18.00
■ Tsunami	75	1.50
■ Tundra	10.00	18.00
■ Tunnel	35	75
■ Underground Sea	10.00	18.00
■ Unholy Strength	35	75
■ Unstable Mutation	35	75
■ Unsummon	35	75
■ Uthden Troll	1.50	2.50
■ Verduran Enchantress	4.00	6.00
■ Vesuvan Doppelganger	12.00	20.00
■ Veteran Bodyguard	7.00	12.00
■ Volcanic Eruption	4.00	6.00
■ Volcanic Island	10.00	18.00
■ Wall of Air	75	1.50
■ Wall of Bone	75	1.50
■ Wall of Brambles	75	1.50
■ Wall of Fire	75	1.50
■ Wall of Ice	75	1.50
■ Wall of Stone	75	1.50
■ Wall of Swords	1.50	2.50
■ Wall of Water	35	75
■ Wall of Wood	35	75
■ Wanderlust	75	1.50
■ War Mammals	35	75
■ Warp Artifact	3.25	4.00
■ Water Elemental	1.25	2.00
■ Weakness	35	75
■ Web	3.25	4.00
■ Wheel of Fortune	8.00	12.00
■ White Knight	1.50	2.50
■ White Ward	35	75
■ Wind Growth	35	75
■ Will-O'-The-Wisp	5.00	8.00
■ Winter Orb	3.25	4.00
■ Wooden Sphere	35	75
■ Wrath of God	4.00	6.00
■ Zombie Master	4.00	6.00

## FOURTH EDITION

WIZARDS OF THE COAST 1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$250.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

■ Abomination	2.25	3.00
■ Air Elemental	75	1.50
■ Alabaster Potion	35	75
■ Aladdin's Lamp	2.50	3.50
■ Aladdin's Ring	3.25	4.00
■ Ali Baba	3.25	4.00
■ Amroo Kithkin	15	35
■ Amulet of Krug	15	35
■ Angry Mob	1.50	2.50
■ Animate Artifact	35	75
■ Animate Dead	35	75
■ Animate Wall	2.25	3.00
■ Ankh of Mishra	2.25	3.00
■ Apprentice Wizard	35	75
■ Armageddon	3.50	5.00
■ Armageddon Clock	2.50	3.50
■ Ashes to Ashes	35	75
■ Ashnod's Battle Gear	1.50	2.50
■ Aspect of Wolf	3.50	5.00
■ Backfire	1.50	2.50
■ Bad Moon	3.50	5.00
■ Balance	3.25	4.00
■ Ball Lightning	5.00	8.00
■ Balling Room	15	35
■ Banalish Hero	35	75
■ Bird Maiden	60	1.00
■ Birds of Paradise	5.00	8.00
■ Black Knight	1.25	2.00
■ Black Mana Battery	3.50	5.00
■ Black Vise	75	1.50
■ Black Ward	35	75
■ Blessing	2.50	3.50
■ Bright	1.50	2.50
■ Blood Lust	60	1.00
■ Blue Elemental Blast	35	75
■ Blue Mana Battery	3.50	5.00
■ Blue Ward	35	75
■ Bog Wump	35	75
■ Bog Witch	75	1.50
■ Boile of Summon	2.50	3.50
■ Braintwash	15	35
■ Brass Man	60	1.00

■ Bronze Tablet	2.50	3.50
■ Brothers of Fire	60	1.00
■ Brute, The	35	75
■ Burrowing	75	1.50
■ Carnivorous Plant	15	35
■ Cannon Ants	5.00	8.00
■ Castle	1.25	2.00
■ Cave People	1.25	2.00
■ Celestial Prism	60	1.00
■ Channel	35	75
■ Chaosknot	1.50	2.50
■ Circle of Protection: Artifact	3.00	4.00
■ Circle of Protection: Black	35	1.00
■ Circle of Protection: Blue	35	1.00
■ Circle of Protection: Green	35	1.00
■ Circle of Protection: Red	35	1.00
■ Circle of Protection: White	35	1.00
■ Clay Statue	35	75
■ Clockwork Avian	4.00	6.00
■ Clockwork Beast	2.50	3.50
■ Clockwork	4.00	6.00
■ Colossus of Sardia	4.00	6.00
■ Conservator	60	1.00
■ Control Magic	1.50	2.50
■ Conversion	1.25	2.00
■ Coral Helm	2.50	3.50
■ Cosmic Horror	3.50	5.00
■ Counterspell	75	1.50
■ Crow Wurm	35	75
■ Creature Bond	35	75
■ Crimson Mantle	3.25	4.00
■ Crumble	35	75
■ Crusade	4.00	6.00
■ Crystal Rod	60	1.00
■ Cursed Land	35	75
■ Cursed Rack	1.50	2.50
■ Cyclopean Mummy	15	35
■ Dancing Scimitar	2.50	3.50
■ Dark Ritual	35	75
■ Deathgrip	75	1.50
■ Death Ward	35	75
■ Deathlace	1.50	2.50
■ Desert Twister	1.25	2.00
■ Delonate	1.25	2.00
■ Diabolic Machine	1.25	2.00
■ Dingus Egg	3.50	5.00
■ Disenchant	35	75
■ Disintegrate	35	75
■ Disrupting Scepter	2.50	3.50
■ Divine Transformation	3.00	4.00
■ Dragon Engine	75	1.50
■ Dragon Whelp	1.50	2.50
■ Drain Life	35	75
■ Drain Power	3.50	5.00
■ Dredge Skeletons	35	75
■ Duskwood Boars	15	35
■ Dwarfven Warriors	35	75
■ Earth Elemental	75	1.50
■ Earthquake	3.25	4.00
■ Ebony Horse	2.50	3.50
■ E-Hajjal	2.50	3.50
■ Elder Land Wurm	4.00	6.00
■ Elven Riders	3.50	5.00
■ Elvish Archers	3.25	4.00
■ Energy Flux	75	1.50
■ Energy Tap	35	75
■ Erg Raiders	35	75
■ Erosion	15	35
■ Eternal Warrior	60	1.00
■ Evil Presence	75	1.50
■ Eye for an Eye	3.50	5.00
■ Fear	35	75
■ Feedback	35	75
■ Felidar Stone	2.00	3.00
■ Fire Elemental	1.25	2.00
■ Fireball	35	75
■ Firebreathing	35	75
■ Fissure	15	35
■ Flashfires	75	1.50
■ Flight	35	75
■ Flood	35	75
■ Flying Carpet	3.25	4.00
■ Fog	35	75
■ Force of Nature	6.00	10.00
■ Fortified Area	35	75
■ Forest	35	75
■ Frozen Shade	35	75
■ Fungusaur	3.50	5.00
■ Gaea's Liege	6.00	10.00
■ Gaseous Form	15	35
■ Ghost Ship	35	75
■ Giant Growth	35	75
■ Giant Spider	35	75
■ Giant Strength	35	75
■ Giant Tortoise	35	75
■ Glasses of Urza	60	1.00

■ Gloom	75	1.50
■ Goblin Balloon Brigade	75	1.50
■ Goblin King	5.00	8.00
■ Goblin Rock Sled	15	35
■ Grapeshot Catapult	35	75
■ Gray Ogre	35	75
■ Greed	2.50	3.50
■ Green Mana Battery	3.50	5.00
■ Green Ward	35	75
■ Grizzly Bears	35	75
■ Healing Salve	35	75
■ Helm of Chazuk	2.50	3.50
■ Hill Giant	35	75
■ Hive, The	3.50	5.00
■ Holy Armor	35	75
■ Holy Strength	35	75
■ Howl from Beyond	35	75
■ Howling Mine	5.00	7.00
■ Hurkyl's Recall	3.25	4.00
■ Hurler Minotaur	35	75
■ Hurl Jackal	2.25	3.00
■ Hurricane	75	1.50
■ Hypnotic Specter	1.50	2.50
■ Immolation	35	75
■ Inferno	3.50	5.00
■ Instill Energy	75	1.50
■ Iron Star	60	1.00
■ Ironclaw Orcs	15	35
■ Ironroot Treefolk	35	75
■ Island	05	10
■ Island Fish Jascarius	3.25	4.00
■ Island Sanctuary	2.50	3.50
■ Ivory Cup	60	1.00
■ Ivory Tower	3.50	5.00
■ Jade Monolith	1.50	2.50
■ Jandor's Saddlebags	2.25	3.00
■ Jayemdae Tome	2.50	3.50
■ Jump	35	75
■ Juman Efreit	3.50	5.00
■ Korma	75	1.50
■ Keldon Warlord	1.50	2.50
■ Killer Bees	5.00	8.00
■ Kismet	3.50	5.00
■ Kormus Bell	2.25	3.00
■ Land Leeches	15	35
■ Land Tax	2.25	3.00
■ Leviathan	3.50	5.00
■ Ley Druid	75	1.50
■ Library of Leng	60	1.00
■ Liferace	75	1.50
■ Liferace	1.50	2.50
■ Liferace	75	1.50
■ Lightning Bolt	35	75
■ Living Artifact	2.50	3.50
■ Living Lands	2.50	3.50

Counters target spell. At the beginning of your next main phase, add X to your mana pool, where X is the casting cost of target spell.

**TOP TEN HOTTEST CARDS**

**6) Mana Drain**  
The more a card does for you... well, the more it does for you. Mana Drain not only counters any spell for two blue mana, it gives you the mana for the spell you countered. Now if it only did windows...

■ Unwieldy Elves	35	75
■ Lord of Atlantis	4.00	6.00
■ Lord of the Pit	6.00	10.00
■ Lost Soul	15	35
■ Lure	75	1.50
■ Magical Hack	4.00	6.00
■ Magnetic Mountain	2.25	3.00
■ Mohamadi Djinn	5.00	7.00
■ Mana Clash	1.50	2.50
■ Mana Flare	3.50	5.00

■ Mana Short	3.25	4.00
■ Mana Vault	2.50	3.50
■ Manicorns	2.50	3.50
■ Marsh Gas	15	35
■ Marsh Viper	15	35
■ Meekstone	3.25	4.00
■ Medall of the Pearl Trident	35	75
■ Mesa Pegasus	35	75
■ Millstone	2.50	3.50
■ Mind Bomb	1.50	2.50
■ Mind Twist	3.25	4.00
■ Mishra's Factory	3.50	5.00
■ Mishra's War Machine	2.50	3.50
■ Mons's Goblin Raiders	35	75
■ Morale	15	35
■ Mountain	05	10
■ Murk Dwellers	15	35
■ Naf's Asp	35	75
■ Nether Shadow	3.25	4.00
■ Nevinyrall's Disk	3.25	4.00
■ Nightmare	7.00	12.00
■ Northern Paladin	6.00	10.00
■ Oasis	2.25	3.00
■ Obsidian Golem	75	1.50
■ Orulet	75	1.50
■ Orich Artillery	75	1.50
■ Orich Oniflame	1.50	2.50
■ Orimopter	35	75
■ Orazi Vultures	15	35
■ Paralyze	35	75
■ Pearl Unicorn	35	75
■ Personal Incantation	4.00	6.00
■ Pestilence	35	75
■ Phantasmal Forces	75	1.50
■ Phantasmal Terrain	35	75
■ Phantom Monster	75	1.50
■ Pirate Ship	3.25	4.00
■ Piety	35	75
■ Pkernem	15	35
■ Pit Scorpion	15	35
■ Plague Rats	35	75
■ Plains	05	10
■ Power Leak	35	75
■ Power Sink	35	75
■ Power Surge	2.50	3.50
■ Pradash Gypsies	35	75
■ Primal Clay	2.25	3.00
■ Primal Sorcerer	35	75
■ Psionic Entity	3.50	5.00
■ Psychic Venom	35	75
■ Purelance	1.50	2.50
■ Pyrotechnics	1.25	2.00
■ Rack, The	75	1.50
■ Radian Spirit	2.25	3.00
■ Rag Man	2.50	3.50
■ Raise Dead	35	75
■ Rebirth	2.50	3.50
■ Red Elemental Blast	35	75
■ Red Mana Battery	3.50	5.00
■ Red Ward	35	75
■ Regeneration	35	75
■ Relic Bird	3.25	4.00
■ Reverse Damage	4.00	6.00
■ Righteousness	3.50	5.00
■ Rod of Ruin	75	1.50
■ Royal Assassin	10.00	15.00
■ Sante Healer	35	75
■ Sandstorm	35	75
■ Savannah Lions	3.25	4.00
■ Scathe Zombies	35	75
■ Scavenging Ghoul	75	1.50
■ Scryb Sprites	35	75
■ Sea Serpent	35	75
■ Seeker	35	75
■ Segovian Leviathan	1.25	2.00
■ Sengir Vampire	3.25	4.00
■ Serra Angel	4.00	6.00
■ Serra Lion	35	75
■ Shanoedin Dryads	3.50	5.00
■ Shapeshifter	35	75
■ Shatter	35	75
■ Shivan Dragon	12.00	15.00
■ Simulacrum	35	75
■ Sindbad	2.50	3.50
■ Siren's Call	75	1.50
■ Sisters of the Flame	35	75
■ Sleight of Mind	3.25	4.00
■ Snake	2.50	3.50
■ Sorceress Queen	4.00	6.00
■ Soul Net	35	75
■ Spell Blast	35	75
■ Spirit Link	3.50	5.00
■ Spirit Shackle	75	1.50
■ Status	2.50	3.50
■ Steadfast	75	1.50
■ Stone Giant	75	1.50
■ Stone Rain	35	75

■ Stream of Life	35	75
■ Strip Mine	3.25	4.00
■ Sunglasses of Urza	2.50	3.50
■ Sunken City	15	35
■ Swamp	05	10
■ Swords to Plowshares	75	1.50
■ Sykan Library	4.00	6.00
■ Tawmos's Wand	1.25	2.00
■ Tawmos's Weaponry	1.25	2.00
■ Tempest Eheet	3.25	4.00
■ Tenor	35	75
■ Tethymus	4.00	6.00
■ Thicket Bastiisk	1.50	2.50
■ Thoughtlace	1.50	2.50
■ Throne of Bone	60	1.00
■ Timber Wolves	3.25	4.00
■ Time Elemental	6.00	10.00
■ Titania's Song	2.25	3.00
■ Tranquility	35	75
■ Triskelion	4.00	6.00
■ Tsunami	75	1.50
■ Tundra Wolves	35	75
■ Tunnel	35	75
■ Twiddle	75	1.50
■ Uncle Istvan	1.50	2.50
■ Unholy Strength	35	75
■ Unstable Mutation	35	75
■ Unsummon	35	75
■ Untamed Wilds	1.25	2.00
■ Urza's Avenger	4.00	6.00
■ Uttered Trail	1.25	2.00
■ Vampire Bats	15	35
■ Venom	15	35
■ Venduran Enchantress	3.50	5.00
■ Visions	1.50	2.50
■ Volcanic Eruption	3.25	4.00
■ Wall of Air	35	75
■ Wall of Bone	75	1.50
■ Wall of Brambles	75	1.50
■ Wall of Dust	1.50	2.50
■ Wall of Fire	75	1.50
■ Wall of Ice	35	75
■ Wall of Spears	60	1.00
■ Wall of Stone	75	1.50
■ Wall of Swords	1.25	2.00
■ Wall of Water	35	75
■ Wall of Wood	35	75
■ Wanderlust	75	1.50
■ War Mammoth	35	75
■ Warp Artifact	2.50	3.50
■ Water Elemental	75	1.50
■ Weakness	35	75
■ Web	2.50	3.50
■ Whirling Dervish	3.25	4.00
■ White Knight	1.25	2.00
■ White Mana Battery	3.50	5.00
■ White Ward	35	75
■ Wild Growth	35	75
■ Winds of Change	4.00	6.00
■ Will-O'-The-Wisp	4.00	6.00
■ Winter Blast	2.50	3.50
■ Winter Orb	2.50	3.50
■ Wooden Sphere	35	75
■ Word of Binding	15	35
■ Wrath of God	4.00	6.00
■ Xenic Poltergeist	1.25	2.00
■ Yafian Soldier	35	75
■ Zephyr Falcon	35	75
■ Zombie Master	3.50	5.00

**ARABIAN NIGHTS**

Full Set (78 cards)	\$600.00	800.00
Booster Pack (8 cards)	50.00	70.00
Booster Box (60 packs)	3,000.00	4,200.00
■ Abu Ja'far	3.50	5.00
■ Aladdin	10.00	15.00
■ Aladdin's Lamp	4.00	6.00
■ Aladdin's Ring	6.00	10.00
■ Ali Baba	5.00	8.00
■ Ali from Cairo	60.00	75.00
■ Army of Allah	3.50	5.00
■ Bazaar of Baghdad	12.00	18.00
■ Bird Maiden	75	1.50
■ Bottle of Suleiman	6.00	10.00
■ Brass Man	1.25	2.00
■ Camel	2.25	3.00
■ City in a Bottle	15.00	20.00
■ City of Brass	10.00	15.00
■ Cuomburg Witches	75	1.50
■ Cyclops	5.00	8.00
■ Dancing Scimitar	5.00	8.00
■ Dandan	75	1.50
■ Desert	4.00	6.00

■ Desert Nomads	2.50	3.50
■ Desert Twister	2.50	3.50
■ Diamond Valley	35.00	45.00
■ Drop of Honey	20.00	30.00
■ Ebony Horse	4.00	6.00
■ El-Hajjaj	6.00	10.00
■ Elephant Graveyard	20.00	35.00
■ Elf Raiders	75	1.50
■ Ernam Djinn	5.00	8.00
■ Eye for an Eye	6.00	10.00
■ Fishliver Oil	75	1.50
■ Flying Carpet	5.00	8.00
■ Flying Men	3.25	4.00
■ Ghazban Ogre	75	1.50
■ Giant Tortoise	75	1.50
■ Guardian Beast	40.00	65.00
■ Hasran Ogress	75	1.50
■ Hunt Jackal	2.25	3.00
■ Iftib Eheet	15.00	20.00
■ Island Fish Jascarius	6.00	10.00
■ Island of Wak-Wak	25.00	35.00
■ Jandor's Ring	5.00	8.00
■ Jandor's Saddlebags	6.00	10.00
■ Jeweled Bird	4.00	6.00
■ Jihad	25.00	40.00
■ Jisan Eheet	8.00	12.00
■ Juzam Djinn	40.00	70.00
■ Khabal Ghoul	25.00	35.00
■ King Suleiman	12.00	18.00
■ Kird Ape	3.50	5.00
■ Library of Alexandria	25.00	35.00
■ Magnetic Mountain	4.00	6.00
■ Merchant Ship	7.00	10.00
■ Metamorphosis	75	1.50
■ Mjoe Djinn	8.00	12.00
■ Moasish Cavalry	4.00	6.00
■ Mountain	4.00	6.00
■ Naf's Asp	75	1.50
■ Oasis	3.50	5.00
■ Old Man of the Sea	25.00	35.00
■ Oublette	3.50	5.00
■ Piety	75	1.50
■ Pyramids	20.00	30.00
■ Repentant Blacksmith	3.00	5.00
■ Ring of Ma'ru	25.00	35.00
■ Rukh Egg	7.00	10.00
■ Sands of Abdallah	8.00	12.00
■ Sandstorm	75	1.50
■ Seren b Djinn	12.00	18.00
■ Serendib Eheet	12.00	18.00
■ Shahrazad	15.00	25.00
■ Sindbad	5.00	8.00
■ Singing Tree	25.00	40.00
■ Sorceress Queen	8.00	12.00
■ Stone-Throwing Devils	4.00	6.00
■ Unstable Mutation	75	1.50
■ War Elephant	75	1.50
■ Wylulu Wolf	4.00	6.00
■ Ydwen Ereet	10.00	15.00

**ANTIQUITIES**

Full Set (100 cards)	\$300.00	400.00
Booster Pack (8 cards)	12.00	18.00
Booster Box (60 packs)	700.00	900.00
■ Amulet of Kroog	35	75
■ Argivian Archaeologist	20.00	35.00
■ Argivian Blacksmith	75	1.50
■ Argivian Pixies	75	1.50
■ Argivian Treefolk	1.25	2.00
■ Armageddon Clock	3.50	5.00
■ Artifact Blast	75	1.50
■ Artifact Ward	75	1.50
■ Artifact Possession	75	1.50
■ Ashnod's Altar	1.25	2.00
■ Ashnod's Battle Gear	2.50	3.50
■ Ashnod's Transmogrifier	1.25	2.00
■ Atog	1.50	2.50
■ Battering Ram	35	75
■ Bronze Tablet	4.00	6.00
■ Candelabra of Tawmos	18.00	30.00
■ Circle of Protection: Artifact	5.00	10.00
■ Citadel Druid	3.25	4.00
■ City Statue	75	1.50
■ Clockwork Avian	8.00	12.00
■ Colossus of Sardia	10.00	18.00
■ Coral Helm	4.00	6.00
■ Crumble	75	1.50
■ Cursed Rack	2.50	3.50
■ Dampening Field	2.00	3.00
■ Detonate	2.25	3.00
■ Drafoa's Restoration	1.25	2.00
■ Dragon Engine	1.50	2.50
■ Dwarfven Weaponsmith	2.25	3.00





## price guide

Energy Flux	1.25	2.00
Feldon's Cone	2.25	3.00
Goat's Avenger	10.00	18.00
Gate to Phyrexia	2.50	3.50
Goblin Artisans	1.25	2.00
Golgathian Sylex	7.00	10.00
Grapeshot Catapult	7.50	1.50
Haunting Wind	2.50	3.50
Hurkyl's Recall	6.00	8.00
Ivory Tower	7.00	10.00
Jalum Tome	4.00	6.00
Martyrs of Korlis	4.00	6.00
Nightstone	2.50	3.50
Millstone	3.50	5.00
Mishra's Factory	4.00	6.00
Mishra's Fox (Summer Pic.)	6.00	10.00
Mishra's War Machine	4.00	6.00
Mishra's Workshop	10.00	15.00
Obelisk of Undoing	7.00	10.00
Onulet	2.50	3.50
Orca Mechanics	7.50	1.50
Ornithopter	7.50	1.50
Phyrexian Gremlins	1.50	2.50
Power Artifact	3.50	5.00
Powerleech	3.50	5.00
Priest ofYawgmoth	7.50	1.50
Primal Clay	3.50	5.00
Rock, The	1.25	2.00
Rakalite	2.25	3.00
Reconstruction	1.50	2.50
Reverse Polarity	1.50	2.50
Rocket Launcher	4.00	8.00
Sage of Lat-Nam	7.50	1.50
Shapeshifter	8.00	10.00
Shatterstorm	5.00	8.00
Staff of Zegon	7.50	1.50
Strip Mine	3.50	5.00
Strip Mine (Tower)	5.00	8.00
Su-Chi	3.25	4.00
Tablet of Ephyra	3.50	7.50
Tamnos's Coffin	12.00	18.00
Tamnos's Wand	2.25	3.00
Tamnos's Weaponry	2.25	3.00
Tetravus	8.00	12.00
Titania's Song	4.00	6.00
Transmute Artifact	3.50	5.00
Triskelon	8.00	12.00
Urza's Avenger	8.00	12.00
Urza's Chalice	3.50	7.50
Urza's Mine	7.50	1.50
Urza's Miter	7.00	10.00
Urza's Power Plant	7.50	1.50
Urza's Tower	7.50	1.50
Wall of Spears	7.50	1.50
Weakstone	2.50	3.50
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00
Yathan Soldier	7.50	1.50

## LEGENDS

Full Set (310 cards)	\$1,100.00	1,400.00
Booster Pack (15 cards)	25.00	30.00
Booster Box (36 packs)	850.00	1,000.00

Abomination	3.50	5.00
Abyss, The	20.00	30.00
Acid Rain	15.00	20.00
Active Volcano	7.50	1.50
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Aerathi Berserker	4.00	6.00
Astling Leprechaun	7.50	1.50
Akron Legionnaire	5.00	8.00
A.J. Hallows's Eve	20.00	30.00
Alabaster's Carpet	10.00	15.00
Alabaster Pohon	7.50	1.50
Alchor's Tomb	10.00	15.00
Amroa Kithkin	3.50	7.50
Angelic Voices	7.00	10.00
Angus Mackenzie	12.00	18.00
Anti-Magic Aura	2.25	3.00
Arborea	4.00	6.00
Arcades Sabbath	9.00	12.00

Arena of the Ancients	4.00	6.00
Avoid Fate	7.50	1.50
Axehod Garrison	8.00	10.00
Ayeshia Tanaka	6.00	8.00
Azure Drake	3.00	5.00
Backdraft	3.50	5.00
Backfire	2.50	3.50
Barbary Apes	1.25	2.00
Barktooth Warbeard	3.50	5.00
Bartel Runeaxe	10.00	15.00



## TOP TEN HOTTEST CARDS

## 5) Jester's Mask

Much more satisfying than knocking cards out of your opponent's hand with a Wheel of Fortune, the Mask allows you to replace his hand with cards you choose from his library. Wheeee!

Beasts of Bogardan	3.00	5.00
Black Mana Battery	2.50	3.50
Blazing Effigy	7.50	1.50
Blight	2.50	3.50
Blood Lust	1.25	2.00
Blue Mana Battery	2.50	3.50
Boomerang	7.50	1.50
Boris Devilboon	8.00	12.00
Brine Hag	4.00	6.00
Bronze Horse	5.00	8.00
Brute, The	7.50	1.50
Canon Ants	12.00	18.00
Car Warriors	7.50	1.50
Cathedral of Serra	2.50	3.50
Caverns of Despair	8.00	12.00
Chain Lightning	2.25	3.00
Chains of Mephistopheles	10.00	15.00
Chromium	12.00	18.00
Cleanse	12.00	18.00
Clergy of the Holy Nimbus	3.50	7.50
Cocoon	3.00	5.00
Concordant Crossroads	6.00	10.00
Cosmic Horror	7.00	10.00
Craw Giant	5.00	8.00
Crevasse	3.50	5.00
Crimson Kobolds	3.50	7.50
Crimson Maniacs	6.00	8.00
Crookshank Kobolds	3.50	7.50
Cyclopean Mummy	3.50	7.50
Dakkon Blackblade	10.00	15.00
D'Avenant Archer	1.50	2.50
Darkness	7.50	1.50
Deadfall	3.25	4.00
Demonic Tarnant	4.00	6.00
Devouring Deep	7.50	1.50
Disharmony	8.00	12.00
Divine Intervention	8.00	12.00
Divine Offering	1.50	2.50
Divine Transformation	7.00	10.00
Dream Coat	4.00	6.00
Darkwood Boars	3.50	7.50
Dwarven Song	3.50	5.00
Elder Land Wurm	7.00	10.00
Elder Spawn	8.00	10.00
Elven Riders	6.00	8.00
Emerald Dragonfly	7.50	1.50
Enchanted Being	1.25	2.00
Enchantment Alteration	1.50	2.50
Energy Tap	3.50	7.50
Equinox	2.25	3.00
Eternal Warrior	1.25	2.00
Eureka	15.00	25.00
Evil Eye Orbs-By-Gore	5.00	8.00
Fallen Angel	4.00	6.00
Falling Star	10.00	15.00

Feint	1.50	2.50
Field of Dreams	10.00	15.00
Fire Sprites	7.50	1.50
Firestorm Phoenix	18.00	30.00
Flash Counter	7.50	1.50
Flash Flood	7.50	1.50
Floral Spuzzem	4.00	6.00
Force Spike	7.50	1.50
Forethought Amulet	10.00	15.00
Fortified Area	7.50	1.50
Frost Giant	4.00	6.00
Gabriel Angelfire	5.00	8.00
Gaseous Form	3.50	7.50
Gauntlets of Chaos	6.00	8.00
Ghosts of the Damned	7.50	1.50
Giant Slug	7.50	1.50
Giant Strength	7.50	1.50
Giant Turtle	7.50	1.50
Glyph of Doom	7.50	1.50
Glyph of Delusion	7.50	1.50
Glyph of Destruction	7.50	1.50
Glyph of Life	3.50	7.50
Glyph of Reinarnation	7.50	1.50
Gusto Dirk	10.00	15.00
Gravity Sphere	15.00	25.00
Great Defender	3.50	5.00
Great Wall	3.25	4.00
Greater Realm of Preservation	6.00	8.00
Greed	5.00	8.00
Green Mana Battery	2.50	3.50
Gwendlyn Di Corer	12.00	15.00
Halidome	8.00	12.00
Hammerheim	4.00	6.00
Hazezon Tamar	12.00	18.00
Headless Horseman	3.50	7.50
Heaven's Gate	3.50	5.00
Hell Swarm	7.50	1.50
Hell's Coremaker	8.00	12.00
Hellfire	15.00	20.00
Holy Day	1.25	2.00
Horn of Dealing	5.00	8.00
Hornet Cobra	7.50	1.50
Horror of Horrors	4.00	6.00
Hounding Gjornersen	3.50	5.00
Hyperion Blacksmith	3.50	5.00
Ichneumon Druid	4.00	6.00
Immolation	7.50	1.50
Imprison	8.00	12.00
In the Eye of Chaos	10.00	15.00
Indestructible Aura	7.50	1.50
Infernal Medusa	5.00	8.00
Infinite Authority	10.00	15.00
Invoke Prejudice	12.00	18.00
Ivory Guardians	2.00	3.00
Jacques le Vert	10.00	15.00
Jasni norel	4.00	6.00
Jedit Ojanen	4.00	6.00
Jernard of the Closed Fist	4.00	6.00
Johan	6.00	8.00
Jovial Evil	10.00	15.00
Juxtapose	5.00	8.00
Karakas	3.50	5.00
Kosni r the Lone Wolf	4.00	6.00
Keepers of the Faith	7.50	1.50
Kei Takahashi	4.00	6.00
Killer Bees	10.00	18.00
Kismet	5.00	8.00
Knowledge Vault	8.00	10.00
Kobold Drill Sergeant	6.00	8.00
Kobold Overlord	10.00	15.00
Kobold Taskmaster	5.00	8.00
Kobolds of Kher Keep	3.50	7.50
Kry Shield	3.50	5.00
Lady Galerix	10.00	15.00
Lady Evangela	10.00	15.00
Lady of the Mountain, The	4.00	6.00
Lady Orca	3.25	4.00
Land Equilibrium	10.00	15.00
Land Tax	5.00	8.00
Land's Edge	6.00	8.00
Lesser Werewolf	5.00	8.00
Life Chisel	4.00	6.00
Lifeblood	10.00	15.00
Living Plane	12.00	18.00
Livvanya Silone	10.00	15.00
Lord Magnus	4.00	6.00
Lost Soul	3.50	7.50
Mana Drain	18.00	25.00
Mana Matrix	10.00	15.00
Marble Priest	3.50	5.00
Markhalt Eldragon	2.50	3.50
Master of the Hunt	18.00	25.00
Minor Universe	45.00	70.00
Moat	20.00	30.00
Mold Daemon	8.00	12.00

Mass Monster	7.50	1.50
Mountain Stronghold	2.25	3.00
Mountain Yeti	7.50	1.50
Nebuchadnezzar	8.00	12.00
Nether Void	12.00	18.00
Nical Bolos	10.00	15.00
North Star	12.00	15.00
Nova Pentacle	10.00	15.00
Oasi Vultures	3.50	7.50
Palladia-Mors	10.00	15.00
Part Water	3.50	5.00
Pavel Malik	4.00	6.00
Pendelhaven	3.50	5.00
Petra Sphinx	5.00	8.00
Pit Scorpion	3.50	7.50
Pixie Queen	10.00	15.00
Planar Gate	10.00	15.00
Pradesh Gypsies	6.00	1.00
Presence of the Master	4.00	6.00
Primordial Ooze	2.50	3.50
Princess Lucrezia	4.00	6.00
Psionic Entity	7.00	10.00
Psychic Purge	2.50	3.50
Puppet Master	2.50	3.50
Pyrotechnics	7.50	1.50
Quagmire	3.50	4.50
Quorum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	6.00
Rad on Spirit	3.50	5.00
Raging Bull	7.50	1.50
Ragnar	8.00	12.00
Rapid Fire	8.00	12.00
Ramirez DePlato	4.00	6.00
Ramses Overdark	10.00	15.00
Rasputin Dreamweaver	10.00	15.00
Rebirth	4.00	6.00
Recall	7.00	10.00
Red Mana Battery	2.50	3.50
Reincarnation	3.50	5.00
Relic Barrier	4.00	6.00
Relic Bind	3.25	4.00
Remove Enchantments	1.25	2.00
Remove Soul	7.50	1.50
Reset	5.00	8.00
Revelation	6.00	8.00
Reverberation	10.00	15.00
Righteous Avengers	4.00	6.00
Ring of Immortals	10.00	15.00
Riven Tumbull	4.00	6.00
Rohgahb of Kher Keep	12.00	18.00
Rubina Soulsinger	8.00	10.00
Rust	7.50	1.50
Sea King's Blessing	3.50	5.00
Seafarer's Quay	2.25	3.00
Seeker	7.50	1.50
Segovian Levathan	2.50	3.50
Sentinel	5.00	8.00
Serpent Generator	8.00	10.00
Shelkin Browne	7.50	1.50
Shield Wall	2.00	3.00
Shimian Night Stalker	2.50	3.50
Shivette	3.50	5.00
Sir Shandalar of Ebarya	4.00	6.00
Sivini Scarzam	3.25	4.00
Sol'kanar Swamp King	8.00	10.00
Spectral Cloak	7.00	10.00
Spinal Vlain	12.00	18.00
Spirit Link	7.00	10.00
Spirit Shackle	7.50	1.50
Spiritual Sanctuary	8.00	12.00
Stang	5.00	8.00
Storm Seeker	5.00	7.00
Storm World	8.00	12.00
Subdue	1.25	2.00
Sunsham Falconer	4.00	6.00
Sword of the Ages	20.00	30.00
Syphon Soul	7.50	1.50
Sylvan Library	4.00	6.00
Sylvan Paradise	3.50	5.00
Tabernacle of Pandrel's Vale	10.00	18.00
Takidemaggot	3.00	5.00
Telekinesis	10.00	18.00
Teleport	4.00	6.00
Tempest Effort	5.00	8.00
Tetsuo Umezawa	12.00	18.00
Thunder Spirit	15.00	25.00
Time Elemental	10.00	15.00
Tobias Andron	3.00	5.00
Tolar	3.50	5.00
Tor Wauker	3.00	5.00
Torsten Van Ursus	4.00	6.00
Touch of Darkness	3.50	5.00
Transmutation	7.50	1.50
Tross's Egg	5.00	8.00
Tukuri Deathlock	8.00	12.00
Tundra Wolves	7.50	1.50



Typhoon	8.00	12.00
Undertow	3.25	4.00
Underworld Dreams	12.00	18.00
Unholy Grail	2.25	3.00
Untamed Wilds	2.25	3.00
Urborg	3.50	5.00
Ur-Draga	8.00	12.00
Vaevictis Asmadi	10.00	15.00
Vampire Bats	.35	.75
Veranian Gold	.75	1.50
Visions	3.25	4.00
Woodoo Doll	6.00	10.00
Walking Dead	.75	1.50
Wall of Caltrops	.75	1.50
Wall of Dust	3.25	4.00
Wall of Earth	.75	1.50
Wall of Heat	.75	1.50
Wall of Light	3.50	5.00
Wall of Opposion	3.25	4.00
Wall of Putrid Flesh	3.50	5.00
Wall of Shadows	.75	1.50
Wall of Tombstones	3.25	4.00
Wall of Vapor	.75	1.50
Wall of Wonder	2.25	3.00
Whirling Dervish	5.00	8.00
White Mana Battery	2.50	3.50
Willow Satyr	10.00	15.00
Winds of Change	4.00	6.00
Winter Blast	7.00	10.00
Wolverine Pack	1.25	2.00
Wood Elemental	8.00	12.00
Wretched, The	10.00	15.00
Xiro Alien	8.00	12.00
Zephyr Falcon	.75	1.50

**THE DARK** 

WARD'S OF THE COAST 1994

Full Set (119 cards) .....	\$150.00	...250.00
Booster Pack (8 cards) .....	5.00	...7.00
Booster Box (60 packs) .....	275.00	...325.00

Amnesia	3.50	5.00
Angry Mob	3.25	5.00
Apprentice Wizard	.75	1.50
Ashes to Ashes	.35	.75
Ball Lightning	7.00	10.00
Banshee	1.50	2.50
Barl's Cage	4.00	6.00
Blood Moon	6.00	8.00
Blood of the Martyr	2.25	3.00
Bog Imp	.35	.75
Bog Rats	.35	.75
Bone Flute	2.25	2.00
Book of Rass	1.25	3.00





































## TOP TEN HOTTEST CARDS

#### 4) Deflection

Though not quite as safe and secure as a good ol' Counterspell, Deflection, which re-targets a spell, can be much more fun. "Terror my AI? How about we zap your Personal Information Instead?" Ha!

Brainwash	15	35
Brothers of Fire	1.25	2 00
Carnivorous Plant	35	75
Cave People	2.25	3 00
City of Shadows	5.00	8 00
Cleansing	5.00	8 00
Coal Golem	2.25	3 00
Curse Artifact	2.25	3 00
Dance of Many	4 00	6 00
Dark Heart of the Wood	35	75

	Derk Sphere	3.50	5.00
	Deep Water	.35	.75
	Diabolic Machine	2.25	3.00
	Drowned	.35	.75
	Dust to Dust	.35	.75
	Eater of the Dead	4.00	6.00
	Electric Eel	1.50	2.50
	Elves of Deep Shadow	2.50	3.50
	Erosion	.35	.75
	Eternal Flame	4.00	6.00
	Exorcist	7.00	10.00
	Fallen, The	1.50	2.50
	Fasting	1.50	2.50
	Feltzer Stone	2.50	3.50
	Festival	.35	.75
	Fire and Brimstone	2.25	3.00
	Fire Drake	1.50	2.50
	Fissure	.35	.75
	Flood	.75	1.50
	Fountain of Youth	1.50	2.50
	Frankenstein's Monster	8.00	12.00
	Gear's Touch	.75	1.50
	Ghost Ship	.35	.75
	Giant Shark	.35	.75
	Goblin Caves	.35	.75
	Goblin Digging Team	.35	.75
	Goblin Hero	.35	.75
	Goblin Rock Sled	.35	.75
	Goblin Shrine	.35	.75
	Goblin Wizard	5.00	8.00
	Goblins of the Flarg	.35	.75
	Grave Robbers	5.00	8.00
	Hidden Path	6.00	8.00
	Holy Light	.35	.75

Red Inferno	4.00	6.00
Black Inquisition	.35	.75
White Knights of Thom	6.00	10.00
Green Land Leeches	.35	.75
Blue Levathan	5.00	8.00
Purple Living Armor	1.50	2.50
Orange Lurker	4.00	6.00
Red Mana Clash	3.25	4.00
Blue Mana Vortex	5.00	8.00
Yellow Marsh Gas	.35	.75
Black Marsh Goblins	.35	.75
Green Marsh Viper	.35	.75
White Martyr's Cry	4.00	6.00
Black Maze of Ith	6.00	10.00
Blue Merfolk Assassin	4.00	6.00
Blue Mind Bomb	3.25	4.00
White Miracle Worker	.35	.75
White Marole	.35	.75
Black Murk Dwellers	.35	.75
Black Nameless Race	4.00	6.00
Black Necropolis	1.50	2.50

☐ Necropolis	4.00	6.00
☐ Niell Silvain	4.00	6.00
☐ Orc General	2.50	3.50
☐ People of the Woods	3.25	4.00
☐ Pikemen	.35	.75
☐ Preacher	10.00	15.00
☐ Psychic Allergy	4.00	6.00
☐ Rag Man	4.00	6.00
☐ Reflecting Mirror	3.50	5.00
☐ Rip tide	.35	.75
☐ Runesword	1.50	2.50
☐ Safe Haven	4.00	6.00
☐ Seven Elves	.35	.75
☐ Scarecrow	3.50	5.00
☐ Scarwood Bandits	5.00	8.00
☐ Scarwood Goblins	.35	.75
☐ Scarwood Hag	2.50	3.50
☐ Scavenger Folk	.35	.75
☐ Season of the Witch	5.00	8.00
☐ Sisters of the Flame	.75	1.50
☐ Skull of Orm	4.00	6.00
☐ Sorrow's Path	3.25	4.00
☐ Spitting Slug	1.50	2.50
☐ Squire	.35	.75
☐ Standing Stones	2.25	3.00
☐ Stone Calendar	6.00	8.00
☐ Sunken City	.35	.75
☐ Tangle Kelp	1.50	2.50
☐ Tward's Crusade	1.50	2.50
☐ Tward's Crypt	1.50	2.50
☐ Tower of Council	1.50	2.50
☐ Tracker	5.00	8.00
☐ Uncle Istvan	1.50	2.50
☐ Venom	.35	.75
☐ Ward of Ith	2.50	3.50
☐ War Barge	3.50	5.00
☐ Water Wizard	.35	.75
☐ Whippoorwill	2.50	3.50
☐ Witch Hunter	4.00	6.00
☐ Word of Binding	.35	.75
☐ Worms of the Earth	4.00	6.00
☐ Woodland Frodoak	4.00	6.00

## FALLEN EMPIRES

## THE CITY OF THE COAST

Full Set (187 cards) .....	\$45.00	60 00
Booster Pack (8 cards) .....	.75	1.25
Booster Box (60 packs) .....	40.00	55.00

Acidpile	1.50	2.50
Armor Thrull	.35	.75
Balm of Restoration	1.50	2.50
Basal Thrull	.35	.75
Bottomless Vault	3.25	4.00
Brassclaw Orcs	.35	.75
Breeding Pit	1.50	2.50
Combat Medic	.35	.75
Conch Horn	1.25	2.00
Deep Spawn	.75	1.50
Delft's Cone	.35	.75
Delft's Cube	1.25	2.00
Derefor	1.50	2.50
Draconian Cylx	2.50	3.50
Dwarven Armorer	2.50	3.50
Dwarven Catapult	.75	1.50
Dwarven Hold	2.50	3.50
Dwarven Lieutenant	.75	1.50
Dwarven Runes	.75	1.50
Dwarven Soldier	.35	.75
Ebon Praetor	3.50	5.00
Ebon Stronghold	1.25	2.00
Elven Fortress	.35	.75
Elvish Farmer	2.50	3.50
Elvish Hunter	.35	.75
Elven Lyre	1.25	2.00
Elvish Scout	.35	.75
Farrel's Mantle	.75	1.50
Farrel's Zealot	.35	.75
Farrelite Priest	.35	.75
Feral Thallid	1.50	2.50
Fungal Bloom	3.50	5.00
Goblin Changeloon	.35	.75
Goblin Flotilla	2.50	3.50
Goblin Grenade	.35	.75
Goblin Kites	.75	1.50
Goblin War Drums	.35	.75
Goblin Warrens	3.25	4.00
Hand of Justice	4.00	6.00
Havenwood Battleground	1.25	2.00
Herasm	.75	1.50
High Tide	.35	.75
Hollow Trees	3.25	4.00
Homaid	.35	.75
Homaid Shaman	2.25	3.00
Homaid Spawning Bed	.75	1.50
Homaid Warrior	.35	.75
Hymn to Teutach	.35	.75
Icaton Infantry	.35	.75
Icaton Javelineers	.35	.75
Icaton Lieutenant	2.25	3.00
Icaton Moneychanger	.35	.75
Icaton Phalanx	.75	1.50
Icaton Priest	.75	1.50
Icaton Scout	.35	.75
Icaton Skirmishers	3.25	4.00
Icaton Store	3.25	4.00
Icaton Town	3.50	5.00
Implements of Sacrifice	1.50	2.50
Initiates of the Ebon Hand	.35	.75
Merseune	.35	.75
Mindstab Thrull	.35	.75
Necrite	.35	.75
Night Soil	.35	.75
Orchid Captain	.75	1.50
Orchid Spy	.35	.75
Orchid Veteran	.35	.75
Order of Leuthur	.35	.75
Order of the Ebon Hand	.35	.75
Orrg	2.25	3.00
Raiding Party	.75	1.50
Rainbow Vale	2.50	3.50
Ring of Renewal	2.25	3.00
River Metabolix	2.25	3.00
Rings of Irekahn	2.25	3.00
Scent Sages	.75	1.50
Seagsinger	2.25	3.00
Soul Exchange	1.25	2.00
Spirit Shield	2.25	3.00
Spirit Cloud	.35	.75
Spirit Flower	.75	1.50
Sylvanite Priest	.75	1.50
Sylvanite Tempest	.75	1.50
Thomid	.35	.75
Thoid Devourer	.35	.75
Thomid's Heart	.75	1.50
Thomid's Pulse	.75	1.50
Tholonite Druid	.75	1.50

**ICE AGE** ❄️

WILSON, OF IND.

Full Set (383 cards)	\$375.00	450.00
Starter Deck (60 cards)	10.00	18.00
Starter Box (10 decks)	90.00	170.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	90.00	125.00

[ ] Abyssal Specter .....	1.50	2.50
[ ] Adarkar Sentinel .....	2.50	3.50
[ ] Adarkar Unicorn .....	.35	.75
[ ] Adarkar Wastes .....	4.00	6.00
[ ] Aegis of the Meek .....	4.00	6.00
[ ] Aggression .....	2.25	3.00
[ ] Altar of Bone .....	5.00	8.00
[ ] Amulet of Quoz .....	3.50	5.00
[ ] Anarchy .....	3.25	4.00
[ ] Archic Foxes .....	.35	.75
[ ] Arcum's Sleigh .....	1.50	2.50
[ ] Arcum's Weathervane .....	2.00	3.00
[ ] Arcum's Whistle .....	2.00	3.00
[ ] Arenson's Aura .....	.35	.75
[ ] Armor of Faith .....	.35	.75
[ ] Armlor's Ascent .....	.35	.75
[ ] Ashen Ghoul .....	1.50	2.50
[ ] Aurachs .....	.35	.75
[ ] Avalanche .....	2.25	3.00
[ ] Balduran Barbarians .....	.35	.75
[ ] Balduran Bears .....	.35	.75
[ ] Balduran Conquerer .....	1.50	2.50
[ ] Balduran Hydra .....	7.00	9.00
[ ] Balduran Shaman .....	.35	.75
[ ] Barbarian Guides .....	.35	.75
[ ] Barbed Sextant .....	.35	.75
[ ] Baton of Morale .....	2.00	3.00
[ ] Battle Cry .....	1.50	2.50
[ ] Battle Frenzy .....	.35	.75
[ ] Binding Grasp .....	3.00	5.00
[ ] Black Scarab .....	2.00	3.00
[ ] Blessed Wine .....	.35	.75
[ ] Blinking Spirit .....	5.00	8.00
[ ] Blizzard .....	5.00	8.00
[ ] Blue Scarab .....	2.00	3.00
[ ] Bone Shaman .....	.35	.75
[ ] Brandstorm .....	.35	.75
[ ] Brant of Ill Omen .....	5.00	8.00
[ ] Breath of Dreams .....	1.50	2.50
[ ] Bnne Shaman .....	.35	.75
[ ] Brown Cuphe .....	.35	.75
[ ] Brushland .....	4.00	6.00
[ ] Burnt Offering .....	.35	.75
[ ] Call to Arms .....	6.00	8.00
[ ] Caribou Range .....	6.00	8.00
[ ] Celestial Sword .....	4.00	6.00
[ ] Centour Archer .....	2.00	3.00
[ ] Chaos Lord .....	6.00	8.00
[ ] Cheeselaan .....	6.00	8.00
[ ] Chromatic Armour .....	6.00	8.00
[ ] Circle of Protection Black .....	.35	.75
[ ] Circle of Protection Blue .....	.35	.75
[ ] Circle of Protection Green .....	.35	.75
[ ] Circle of Protection Red .....	.35	.75
[ ] Circle of Protection White .....	.35	.75
[ ] Cold Snap .....	.35	.75
[ ] Cooperation .....	.35	.75
[ ] Counterspell .....	.35	.75
[ ] Crown of the Ages .....	6.00	9.00
[ ] Crystal Vision .....	6.00	8.00
[ ] Darkening .....	2.25	3.00
[ ] Day Ring .....	.35	.75
[ ] Death Wish .....	.35	.75
[ ] Deflection .....	10.00	15.00
[ ] Divine Consultation .....	2.25	3.00
[ ] Dragon's Sceptre .....	4.00	6.00
[ ] Diabolic Vision .....	2.25	3.00





## price guide

■ Dire Wolves	35	75
■ Disenchant	35	75
■ Dread Wight	5.00	7.00
■ Dreams of the Dead	1.50	2.50
■ Drift of the Dead	2.00	3.00
■ Drought	2.50	3.50
■ Dwarven Army	5.00	8.00
■ Earthlink	5.00	7.00
■ Earthlore	35	75
■ Elder Druid	7.00	10.00
■ Elemental Augury	5.00	8.00
■ Elkin Bottle	4.00	6.00
■ Elvish Healer	35	75
■ Enduring Renewal	6.00	8.00
■ Energy Storm	6.00	8.00
■ Enervate	35	75
■ Errant Minion	35	75
■ Ensnare	35	75
■ Essence Filter	35	75
■ Essence Flare	35	75
■ Essence Vortex	2.00	3.00
■ Fanatical Fever	3.25	4.00
■ Fear	35	75
■ Fiery Justice	4.00	6.00
■ Fire Covenant	2.00	3.00
■ Flame Spirit	2.00	3.00
■ Fiore	35	75
■ Flooded Woodlands	5.00	7.00
■ Flow of Maggots	5.00	7.00
■ Folk of the Pines	35	75
■ Forbidden Lore	4.00	6.00
■ Force Void	1.50	2.50
■ Forest	.05	10
■ Forgotten Lore	2.00	3.00
■ Formation	4.00	6.00
■ Foul Familiar	35	75
■ Foxfire	35	75
■ Freydisse Supplacant	1.50	2.50
■ Freydisse's Charm	1.50	2.50
■ Freydisse's Winds	5.00	7.00
■ Fumarole	2.50	3.50
■ Fylgia	35	75
■ Fyndhorn Bow	2.25	3.00
■ Fyndhorn Browie	35	75
■ Fyndhorn Elder	2.50	3.50
■ Fyndhorn Elves	35	75
■ Fyndhorn Pallen	4.00	6.00
■ Game of Chaos	6.00	8.00
■ Gangrenous Zombies	35	75
■ Gaze of Pain	35	75
■ General Jarkeld	6.00	8.00
■ Ghostly Flame	6.00	8.00
■ Giant Growth	35	75
■ Giant Trap Door Spider	2.00	3.00
■ Glacial Chasm	2.00	3.00
■ Glacial Crevasses	4.00	6.00
■ Glacial Wall	1.50	2.50
■ Glaciers	4.00	6.00
■ Goblin Lyre	4.00	6.00
■ Goblin Mutant	2.25	3.00
■ Goblin Sappers	35	75
■ Goblin Ski Patrol	35	75
■ Goblin Snowman	2.00	3.00
■ Gorrilla Pack	35	75
■ Gravebind	4.00	6.00
■ Green Scarab	2.00	3.00
■ Grizzled Wolverine	35	75
■ Hallowed Ground	2.00	3.00
■ Hells of Mist	5.00	8.00
■ Heal	35	75
■ Heratomb	7.00	10.00
■ Hermitic Tossman	5.00	7.00
■ Hippopotamus	1.50	2.50
■ Hoar Shade	35	75
■ Hot Springs	4.00	6.00
■ Howl from Beyond	35	75
■ Hurricane	5.00	7.00
■ Hypoplaous Lemure	2.00	3.00
■ Hydroblast	35	75
■ Hymn of Rebirth	2.50	3.50
■ Ice Berg	2.50	3.50
■ Ice Cauldron	5.00	8.00
■ Ice Floe	2.50	3.50
■ Icequake	2.50	3.50
■ Icy Manipulator	8.00	15.00

■ Icy Prison	5.00	7.00
■ Illusionary Forces	35	75
■ Illusionary Presence	4.00	6.00
■ Illusionary Terrain	2.25	3.00
■ Illusionary Wall	35	75
■ Illusions of Grandeur	6.00	8.00
■ Imposing Visage	35	75
■ Incarnate	35	75



## TOP TEN HOTTEST CARDS

**3) Fork**  
We haven't made fun of Kosmos since No. 8. Y'know, the only other Lone Wolf we know is Y'know, from *Lavene & Shiny*, and we'd rather have him in our deck. (And Fork, which duplicates spells, is really hot.)

■ Infernal Darkness	6.00	8.00
■ Infernal Denizen	6.00	8.00
■ Infinite Hourglass	5.00	7.00
■ Infuse	35	75
■ Island	.05	10
■ Jester's Cap	18.00	30.00
■ Jester's Mask	12.00	20.00
■ Jeweled Amulet	2.50	3.50
■ Jothull Worm	2.00	3.00
■ Jokulhugs	6.00	8.00
■ Juniper Order Druid	35	75
■ Justice	2.50	3.50
■ Karpusian Forest	4.00	6.00
■ Karpusian Giant	2.50	3.50
■ Karpusian Yafi	6.00	8.00
■ Kelsinko Ranger	35	75
■ Kjeldoran Dead	35	75
■ Kjeldoran Elite Guard	2.25	3.00
■ Kjeldoran Frostbeast	2.00	3.00
■ Kjeldoran Guard	35	75
■ Kjeldoran Knight	5.00	7.00
■ Kjeldoran Phoenix	5.00	7.00
■ Kjeldoran Royal Guard	6.00	8.00
■ Kjeldoran Sky Captain	2.25	3.00
■ Kjeldoran Sky Knight	35	75
■ Kjeldoran Warrior	35	75
■ Knights of Stromgald	2.25	3.00
■ Knights Elemental	2.25	3.00
■ Kravikan Fetish	35	75
■ Kravikan Sorcerer	35	75
■ Kravikan Vampire	3.50	5.00
■ Land Cap	5.00	7.00
■ Lapis Lazuli Talisman	1.50	2.50
■ Lava Burst	35	75
■ Lava Tubes	5.00	7.00
■ Legion of Lim-Dal	35	75
■ Leshrac's Rite	1.50	2.50
■ Leshrac's Sign	1.50	2.50
■ Uargayf	8.00	12.00
■ Lim-Dal's Cohort	35	75
■ Lim-Dal's Hex	2.25	3.00
■ Lightning Blow	4.00	6.00
■ Lost Order of Jarkeld	5.00	8.00
■ Lure	1.50	2.50
■ Madding Wind	1.50	2.50
■ Magnus of the Unseen	8.00	10.00
■ Mageshale Talisman	1.50	2.50
■ Maroon Stromgald	10.00	15.00
■ Magma	1.50	2.50
■ Magma	1.50	2.50
■ Magma	4.00	6.00
■ Magma	5.00	7.00
■ Magma	4.00	6.00
■ Magma	35	75
■ Magma	35	75
■ Magma	2.50	3.50
■ Magma	4.00	6.00

■ Minion of Leshrac	8.00	10.00
■ Minion of Teshav Szat	6.00	8.00
■ Mistfolk	35	75
■ Mole Worms	2.25	3.00
■ Monscon	4.00	6.00
■ Moor Fiend	35	75
■ Mountain	.05	10
■ Mountain Goat	35	75



## TOP TEN HOTTEST CARDS

**2) Jester's Cap**  
The closer you get to the top of the Jester's head, the cooler his stuff. That makes his flip-flops a one-star card and his jock a two-and-a-half. His Cap, which boasts three cards, rates five stars.

■ Mountain Titan	5.00	7.00
■ Mudslide	5.00	7.00
■ Musician	5.00	8.00
■ Mystic Night	4.00	6.00
■ Mystic Remora	35	75
■ Naere Talisman	1.50	2.50
■ Naked Singularity	5.00	7.00
■ Nature's Lore	1.50	2.50
■ Necropotence	5.00	7.00
■ Nihil	35	75
■ Oath of Lim-Dal	5.00	7.00
■ Onyx Talisman	1.50	2.50
■ Orich Channoneers	1.50	2.50
■ Orich Conscripts	35	75
■ Orich Farmer	35	75
■ Orich Healer	2.00	3.00
■ Orich Librarian	4.00	6.00
■ Orich Lumberjack	35	75
■ Orich Squatters	5.00	8.00
■ Order of the Sacred Torch	6.00	8.00
■ Order of the White Shield	2.00	3.00
■ Pale Bears	3.50	5.00
■ Panic	35	75
■ Pentagram of the Ages	7.00	10.00
■ Pestilence Rats	35	75
■ Phantasmal Mount	2.50	3.50
■ Pit Trap	2.25	3.00
■ Plains	.05	10
■ Polar Kraken	8.00	12.00
■ Portent	35	75
■ Power Sink	35	75
■ Pox	6.00	8.00
■ Prismatic Word	35	75
■ Pygmy Allosaurus	4.00	6.00
■ Pykrite	35	75
■ Pyroblast	35	75
■ Pyroclasm	3.25	4.00
■ Rally	35	75
■ Ray of Command	35	75
■ Ray of Ensnare	35	75
■ Reality Twist	6.00	9.00
■ Reclamation	4.00	6.00
■ Red Scarab	2.00	3.00
■ Regeneration	35	75
■ Rime Dryad	35	75
■ Ritual of Subdual	5.00	8.00
■ River Delta	4.00	6.00
■ Ruined Arch	5.00	8.00
■ Sabretooth Tiger	35	75
■ Sacred Boon	2.25	3.00
■ Scaled Worm	35	75
■ Sea Spirit	2.25	3.00
■ Seizures	35	75
■ Seraph	10.00	15.00
■ Shandalar's Strider	35	75
■ Shatter	35	75
■ Shatter	35	75

■ Shield of the Ages	2.25	3.00
■ Shift	6.00	8.00
■ Silent Spirit	6.00	8.00
■ Silver Erme	2.00	3.00
■ Skeleton Ship	6.00	8.00
■ Skull Catapult	2.00	3.00
■ Sleight of Mind	2.50	3.00
■ Snow-Covered Forest	15	35
■ Snow-Covered Island	15	35
■ Snow-Covered Mountain	15	35
■ Snow-Covered Plains	15	35
■ Snow-Covered Swamp	15	35
■ Snow Devil	35	75
■ Snow Fortress	5.00	8.00
■ Snow Hound	2.00	3.00
■ Snowblind	4.00	6.00
■ Snowfall	35	75
■ Soldevi Golem	5.00	8.00
■ Soldevi Machinist	2.00	3.00
■ Soldevi Simulacrum	2.00	3.00
■ Songs of the Damned	35	75
■ Soul Barrier	2.00	3.00
■ Soul Burn	35	75
■ Soul Kiss	35	75
■ Spectral Shield	2.50	3.50
■ Spoils of Evil	5.00	8.00
■ Spoils of War	7.00	10.00
■ Staff of the Ages	5.00	7.00
■ Stampede	6.00	8.00
■ Stench of Evil	2.50	3.50
■ Stone Rain	35	75
■ Stone Spirit	2.00	3.00
■ Stonehands	35	75
■ Storm Spirit	6.00	8.00
■ Stormbind	5.00	7.00
■ Stromgold Cabal	6.00	8.00
■ Stunted Growth	5.00	8.00
■ Sulfurous Springs	4.00	6.00
■ Sunstone	1.50	2.50
■ Swamp	.05	10
■ Swords to Plowshares	1.50	2.50
■ Tarpan	35	75
■ Thermokrist	2.25	3.00
■ Thoughtleech	2.25	3.00
■ Thunder Wall	2.50	3.50
■ Timberline Ridge	5.00	7.00
■ Time Bomb	6.00	8.00
■ Tinder Wall	35	75
■ Tor Giant	35	75
■ Total War	5.00	8.00
■ Touch of Death	35	75
■ Touch of Vitae	2.00	3.00
■ Trailblazer	5.00	7.00
■ Underground River	4.00	6.00
■ Updraft	1.50	2.50
■ Urza's Bauble	1.50	2.50
■ Velat	5.00	7.00
■ Venerous Breath	2.00	3.00
■ Verigo	2.00	3.00
■ Vexing Arcanix	5.00	8.00
■ Vibrating Sphere	4.00	6.00
■ Walking Wall	3.25	4.00
■ Wall of Lava	2.00	3.00
■ Wall of Pine Needles	2.00	3.00
■ Wall of Shields	2.00	3.00
■ War Chariot	2.25	3.00
■ Warning	35	75
■ Whalebone Glider	2.00	3.00
■ White Scarab	2.00	3.00
■ Whiteout	2.25	3.00
■ Wild Growth	35	75
■ Wind Spirit	2.25	3.00
■ Wings of Aesthr	2.25	3.00
■ Winter's Chill	6.00	8.00
■ Withering Wisp	1.50	2.50
■ Writigo	6.00	8.00
■ Woolly Mammoths	35	75
■ Woolly Spider	35	75
■ Word of Blasting	2.00	3.00
■ Word of Undoing	35	75
■ Wrath of Mount Lege	5.00	8.00
■ Yavimaya Gnats	2.50	3.50
■ Zur's Weiriding	6.00	8.00
■ Zuran Enchanter	35	75
■ Zuran Orb	3.25	4.00
■ Zuran Spellcaster	35	75

SEE NEXT  
PAGE FOR FULL  
HOMELANDS  
PRICE GUIDE!



# CHRONICLES

Full Set (125 cards) \$60.00 90.00

Booster Pack (12 cards) 2.00 4.00  
Booster Box (45 packs) 85.00 130.00

Abu Ja'far	2.00	3.00
Active Volcano	35	75
Akron Legionnaire	3.00	5.00
Aladdin	5.00	8.00
Angelic Voices	5.00	8.00
Arcades Sabbath	6.00	10.00
Arena of the Ancients	3.00	5.00
Argonian Phox	35	75
Ashnod's Altar	75	1.00
Ashnod's Transmogrator	75	1.00
Axleford Gunnison	5.00	8.00
Ayesha Tanaka	4.00	6.00
Azure Drake	1.50	2.50
Banshee	75	1.50
Barf's Cage	2.50	3.50
Beasts of Bagardan	1.50	2.50
Blood of the Martyr	75	1.00
Black Moon	4.00	6.00
Bag Rats	35	75
Book of Rass	1.50	2.50
Boomerang	35	75
Bronze Horse	4.00	6.00
Cat Warriors	35	75
Chromium	7.00	10.00
City of Brass	6.00	10.00
Cocoon	1.50	2.50
Concordant Crossroads	5.00	8.00
Crow Giant	2.00	4.00
Cuamboyi Witches	35	75
Cyclone	3.50	6.00
D'Avenant Archer	75	1.50
Dakkon Blackblade	6.00	10.00
Dance of Many	3.00	5.00
Dondan	35	75
Divine Offering	75	1.50
Emerald Dragonfly	35	75
Enchantment Alteration	75	1.00
Ethornal Djinn	3.00	5.00
Fallen, The	75	1.50
Fallen Angel	2.00	4.00
Faldon's Cane	75	1.50



## TOP TEN HOTTEST CARDS

### 1) Dual Lands

It was inevitable. C'mon. They're discontinued, they're only about 10 bucks a pop, and they give you two colors of mana without side effects. It's surprising they didn't take the No. 1 throne sooner.

Fine Drake	75	1.50
Fishfire Oil	35	75
Flash Flood	35	75
Fountain of Youth	75	1.50
Gabriel Angelfire	4.00	6.00
Gauntlets of Chaos	4.00	6.00
Ghazban Ogre	35	75
Giant Slug	35	75
Goblin Artisans	75	1.00
Goblin Digging Team	75	75
Goblin Shrine	35	75
Goblins of the Flarg	35	75
Hasian Ogress	35	75
Hell's Caretaker	6.00	8.00
Man of Deafening	4.00	6.00
Indestructible Aura	35	75
Ivory Guardians	1.00	2.00

Jalum Tome	2.50	3.00
Jeweled Bird	3.00	5.00
Johan	5.00	7.00
Juxtapose	3.00	5.00
Keepers of the Faith	35	75
Kel Takahashi	1.50	2.50
Land's Edge	4.00	6.00
Living Armor	75	1.50
Marahut Eldragon	1.50	2.50
Metamorphosis	35	75
Mountain Yeti	35	75
Nebuchadnezzar	5.00	8.00
Nicol Bolos	7.00	10.00
Obelisk of Undoing	5.00	8.00
Palladio-Mars	7.00	10.00
Petra Sphynx	3.50	5.00
Primordial Ooze	1.00	2.00
Puppet Master	1.00	2.00
Rapid Wombat	2.00	4.00
Rakalite	1.50	2.50
Recall	4.00	6.00
Remove Soul	35	75
Repentant Blacksmith	35	75
Revelation	4.00	6.00
Rubina Soulsinger	5.00	8.00
Runesword	75	1.50
Safe Haven	3.35	4.00
Scavenger Folk	35	75
Senhnel	3.00	5.00
Serpent Generator	5.00	8.00
Shield Wall	1.00	2.00
Shivan Night Stalker	1.50	2.50
Sivhi Scarzam	1.50	2.50
Solkanar the Swamp King	6.00	8.00
Stonag	3.50	5.00
Storm Seeker	32.50	35.00
Taklemogot	1.00	2.00
Teleport	3.35	4.00
Tabas Andron	1.50	2.50
Tor Wauki	1.50	2.50
Tormad's Crypt	75	1.50
Transmutation	35	75
Trassick Egg	3.00	5.00
Urza's Mine (4 versions)	35	75
Urza's Power Plant (4 ver.)	35	75
Urza's Tower (4 versions)	35	75
Vaeictis Asmadi	7.00	10.00
Voodoo Doll	3.00	5.00

Wall of Heat	35	75
Wall of Opposition	2.00	3.00
Wall of Shadows	35	75
Wall of Vapor	35	75
Wall of Wonder	1.00	2.00
War Elephant	35	75
Witch Hunter	2.00	3.00
Wretched, The	7.00	10.00
Xira Aren	5.00	8.00
Yagmorth Demon	5.00	8.00

## SPECIAL OFFERS

Arena	6.00	10.00
Giant Badger	6.00	10.00
Mana Crypt	7.00	10.00
Nakhati Dragon	6.00	10.00
Sewars of Estark	6.00	10.00
Windseeker Centaur	6.00	10.00

## FACTORY SETS

This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal.  
M TG Beta Factory Set (363 cards)  
10,000 Printed \$200.00 250.00

Known as the "International Edition," this set is the same as above except the cards have "International Collector's Edition" on them. Cards are also not tournament legal.  
M TG Beta International Factory Set (363 cards)  
5,000 Printed \$275.00 350.00

This set contains two, 60-card Revised starter decks, 30 counters, and a Revised checklist.  
M TG Revised Baxed Set \$20.00 25.00

This set contains two, 60-card Fourth Edition starter decks, 30 counters, and a Fourth Edition checklist.  
M TG 4th Edition Baxed Set \$18.00 25.00

# HOMELANDS

Full Set (140 cards) \$120.00 \$160.00  
Booster Pack (8 cards) 1.75 3.00  
Booster Box (60 packs) 110.00 160.00

Card Name	Rarity	Low	High
Abbey Gargoyles	U	2.50	3.50
Abbey Maron (ver 1)	C	35	75
Abbey Maron (ver 2)	C	35	75
Aether Storm	R	6.00	8.00
Alban's Tower (ver 1)	C	35	75
Alban's Tower (ver 2)	C	35	75
Amibush	C	35	75
Amibush Party (ver 1)	C	35	75
Amibush Party (ver 2)	C	35	75
An-Hoava Constable	U	3.00	5.00
An-Hoava Inn	U	3.00	5.00
An-Hoava Township	R	4.00	6.00
An-Zerrin Ruins	R	5.50	7.50
Anaba Ancestor	R	4.00	6.00
Anaba Bodyguard (ver 1)	C	35	75
Anaba Bodyguard (ver 2)	C	35	75
Anaba Shaman (ver 1)	C	35	75
Anaba Shaman (ver 2)	C	35	75
Anaba Spirit Crafter	U	3.50	6.00
Apocalypse Chime	R	6.00	8.00
Autumn Willow	U	8.00	10.00
Aysen Abbey	U	4.00	6.00
Aysen Bureaucrats (ver 1)	C	35	75
Aysen Bureaucrats (ver 2)	C	35	75
Aysen Crusader	R	5.00	7.00
Aysen Highway	R	4.00	6.00
Bax's Curse	R	4.50	6.50
Baron Sengir	R	8.00	10.00
Beast Walkers	R	4.00	6.00
Black Carriage	R	4.00	6.00
Broken Vase	R	5.00	7.00
Carapace (ver 1)	C	35	75
Carapace (ver 2)	C	35	75

Castle Sengir	U	4.00	6.00
Cemetery Gate (ver 1)	C	35	75
Cemetery Gate (ver 2)	C	35	75
Chon Stasis	R	6.00	8.00
Chandler	C	35	75
Clockwork Gnomes	C	35	75
Clockwork Steed	C	35	75
Clockwork Swarm	C	35	75
Coatl Reef	C	35	75
Dark Maze (ver 1)	C	35	75
Dark Maze (ver 2)	C	35	75
Daughter of Autumn	R	5.00	7.00
Death Speakers	U	3.00	5.00
Diddag-doo	R	4.00	6.00
Drudge Spell	U	3.00	5.00
Dry Spell (ver 1)	C	35	75
Dry Spell (ver 2)	C	35	75
Dwarven Pony	R	4.00	6.00
Dwarven Sea Clan	R	5.00	7.00
Dwarven Trader (ver 1)	C	35	75
Dwarven Trader (ver 2)	C	35	75
Elany Rhio	C	35	75
Evan the Relentless	U	5.00	7.00
Evapomate	U	2.50	3.50
Faena Babla	R	4.00	6.00
Faith of the Unicorn (ver 1)	C	35	75
Faith of the Unicorn (ver 2)	C	35	75
Feast of the Unicorn (ver 1)	C	35	75
Feast of the Unicorn (ver 2)	C	35	75
Feroz & Ben	R	5.00	7.00
Folk of An-Hoava (ver 1)	C	35	75
Folk of An-Hoava (ver 2)	C	35	75
Forget	R	4.00	6.00
Funeral March	C	35	75
Ghost Haunts	U	3.50	5.00
Giant Albatross (ver 1)	C	35	75
Giant Albatross (ver 2)	C	35	75
Giant Oyster	U	3.00	5.00
Grandmother Sengir	R	4.00	6.00
Greater Werewolf	C	35	75
Hazduhr the Abbot	R	4.00	6.00



Headstone	C	35	75
Heart Wolf	R	4.00	6.00
Hungry Mist (ver 1)	C	35	75
Hungry Mist (ver 2)	C	35	75
Inson's Shade	R	5.00	7.00
Inni Sengir	U	3.50	5.00
Ironclaw Curse	R	4.00	6.00
Jinx	C	35	75
Joven	C	35	75
Joven's Ferrets	C	35	75
Joven's Tools	R	4.00	6.00
Koskun Keep	R	4.00	6.00
Koskun Keep (ver 1)	C	35	75
Koskun Keep (ver 2)	C	35	75
Labrynith Minotaur (ver 1)	C	35	75
Labrynith Minotaur (ver 2)	C	35	75
Leeches	R	4.00	6.00
Mammoth Harness	R	4.00	6.00
Marthen	R	4.00	6.00
Memory Lapse (ver 1)	C	35	75
Memory Lapse (ver 2)	C	35	75
Marchant Scroll	C	35	75
Massa Falcon (ver 1)	C	35	75
Massa Falcon (ver 2)	C	35	75

Mythic Decree	R	5.00	7.00
Narwhal	R	5.00	7.00
Orish Mine	U	2.00	4.00
Primal Order	R	7.00	9.00
Prophecy	C	35	75
Rashka the Slayer	U	3.50	6.00
Reef Pirates (ver. 1)	C	35	75
Reef Pirates (ver. 2)	C	35	75
Renewal	C	35	75
Retribution	U	3.00	5.00
Reveko, Wizard Savant	R	4.00	6.00
Root Spider	U	2.50	4.00
Roots	U	2.00	4.00
Rotaphapter	C	35	75
Rysanan Badger	R	5.00	7.00
Samite Alchemist (ver. 1)	C	35	75
Samite Alchemist (ver. 2)	C	35	75
Sea Sprite	U	3.00	5.00
Sea Troll	U	2.00	3.50
Sengir Autocrat	R	5.00	7.00
Sengir Bats (ver. 1)	C	35	75
Sengir Bats (ver. 2)	C	35	75
Serra Anvay	R	5.00	7.00
Serra Beshory	C	35	75
Serra Inquisitors	U	2.00	3.50
Serra Phoenix	C	35	75
Serra Phoenixes	C	35	75
Shink (ver. 1)	C	35	75
Shink (ver. 2)	C	35	75
Spectral Bears	U	3.50	5.00
Tammenon Friends	R	4.00	6.00
Tarbane (ver. 1)	C	35	75
Tarbane (ver. 2)	C	35	75
Tarbane (ver. 3)	C	35	75
Tarbane (ver. 4)	C	35	75
Tarbane (ver. 5)	C	35	75
Tarbane (ver. 6)	C	35	75
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Tarbane (ver. 8)	C	35	75
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Tarbane (ver. 295)	C	35	75
Tarbane (ver. 296)	C	35	75
Tarbane (ver. 297)	C	35	75
Tarbane (ver. 298)	C	35	75
Tarbane (ver. 299)	C	35	75
Tarbane (ver. 300)	C	35	75
Tarbane (ver. 301)	C	35	75
Tarbane (ver. 302)	C	35	75
Tarbane (ver. 303)	C	35	75
Tarbane (ver. 304)	C	35	75
Tarbane (ver. 305)	C	35	75
Tarbane (ver. 306)	C	35	75
Tarbane (ver. 307)	C	35	75
Tarbane (ver. 308)	C	35	75
Tarbane (ver.			



# INQUEST

## price guide

### BLOOD WARS

TSR-1995

Full Set (334 cards)	\$300.00	400.00
Starter Deck Duels (100 cards)	8.00	10.00
Starter Box (10 dual decks)	75.00	100.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

Assassination Plot	5.00	8.00
Chaos Beast	4.00	6.00
Lady of Pain	25.00	35.00
Shield Maidens of Odin	4.00	6.00
Tiamat	5.00	8.00

### FACTS AND FACTIONS

TSR-1995

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

### DIXIE

COLUMBIA GAMES

Full Set (200 cards)	\$50.00	70.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	80.00	100.00
Booster Pack		NONE

Buck Woods	.75	1.50
Color-Guard	.75	1.50
Rebel Yell	1.25	2.00
10 PDR Parrot	.75	1.50
12 PDR Howitzer	1.25	2.00

### DIXIE: SHILON

Full Set (400 cards)	\$90.00	\$105.00
Starter Deck (60 cards)	\$8.00	10.00
Starter Box (12 decks)	100.00	110.00
Booster Pack		NONE

### DOOMTROOPER

TSR-1995

Full Set (337 cards)	\$275.00	350.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.00	1.50
Booster Box (36 packs)	75.00	90.00

Alakhi The Cunning	7.00	10.00
Cardinal Dominic	7.00	10.00
Creshow The Monitorator	7.00	10.00
Nimrod Autocannon	5.00	8.00
Personal Anti-Personnel Mines	7.00	10.00

### HERMIONIAN EXPANSION

Full Set (170 cards)	\$175.00	225.00
Booster Pack (8 cards)	2.25	2.50
Booster Box (60 packs)	75.00	90.00

### ECHELONS OF FIRE/FURY

TSR-1995

Full Fire Set (69 cards)	\$30.00	50.00
Full Fury Set (57 cards)	30.00	50.00
Fire Starter Deck (65 cards)	8.00	10.00
Fire Starter Box (10 decks)	75.00	100.00
Fire Booster Pack (15 cards)	2.50	3.00
Fire Booster Box (36 packs)	85.00	110.00
Fury Starter Deck (65 cards)	8.00	12.00
Fury Starter Box (10 decks)	75.00	100.00
Fury Booster Pack (15 cards)	2.50	3.00
Fury Booster Box (36 packs)	85.00	110.00

### FLIGHTS OF FANTASY

Full Set (108 cards)	\$25.00	50.00
Starter Deck		NONE
Booster Pack (10 cards)	2.00	2.50
Booster Box (36 packs)	60.00	80.00

### GALACTIC EMPIRES

COLUMBIA GAMES

Full Set (440)	\$175.00	200.00
Starter Deck (55 cards)	8.00	9.00
Starter Box (10 decks)	75.00	100.00

Booster Pack (12 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

Dragon Hatchling	4.00	6.00
Dragon Lair	4.00	6.00
Moon Dragoness	5.00	8.00
Monster Overstrike	3.50	5.00
Scintillating Dragoness	3.50	5.00

### NEW EMPIRES EXPANSION

COLUMBIA GAMES

Full Set (209 cards)	\$75.00	125.00
Booster Pack (12 cards)	2.00	2.25
Booster Box	70.00	90.00
Ancient Spacefarer	2.50	3.50
Fighter Pilot	2.50	3.50
Spiritual Leader	2.50	3.50
Stellar Map	2.25	3.50
Volatile Cargo	3.25	4.00



### GUARDIANS - WIND SPIRIT

### GUARDIANS

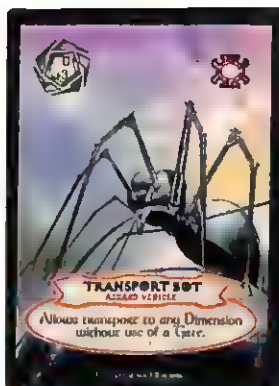
Full Set (287 cards)	\$200.00	300.00
Starter Deck (60 cards)	\$9.00	12.00
Starter Deck Box (10 decks)	90.00	110.00
Booster Pack (14 cards)	2.50	3.00
Booster Box (36 packs)	90.00	100.00



### HIGHLANDER - EXTRA SHOT

### HIGHLANDER

Full Set (165 cards)	\$150.00	250.00
Starter Deck (52 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00



### HYBORIAN GATES - TRANSPORT BOT

### HYBORIAN GATES

CARDZ 1995

Full Set (450 cards)	\$300.00	400.00
Starter Deck (110 cards)	\$10.00	12.00
Starter Box (6 dual decks)	60.00	70.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00



### ILLUMINATI - MURPHY'S LAW

### ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

SIEGEL JACOBY &amp; JONES 1994

Card names are in gold printing.		
Full Set (412 cards)	\$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Starter Deck Dual Pack (110)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (15 cards)	4.00	5.00
Booster Box (36 packs)	110.00	160.00
Unlisted Singles	.25	.50

Adepts of Hermes	1.50	2.50
Air Magic	1.50	2.50
An Offer You Can't Refuse	1.50	2.50
Angst	1.50	2.50
Annual Convention	1.50	2.50
Antiwar Activists	1.50	2.50
Ark of the Covenant	1.50	2.50
B.A.T.F.	1.25	2.00
Bank Merger	1.50	2.50
Bank of England	1.50	2.50
Bavarian Illuminati	1.50	2.50
Bermuda Triangle	1.50	2.50
Big Sellout, The	1.50	2.50
Bigger Business	.75	1.50
Blitzkrieg	3.25	4.00
Bodyguard	1.50	2.50
Book of Kells	.75	1.50
Botched Contact	.75	1.50
Brubay	.75	1.50
C.I.A.	3.25	4.00
Canada	1.50	2.50
Cattle Mutilators	1.50	2.50
Celebrity Spokesman	.75	1.50
Censorship	.75	1.50
Center For Disease Control	.75	1.50
CFL-AIO	1.50	2.50
China	1.50	2.50
Church of Elvis	.75	1.50
Clone	1.25	2.00

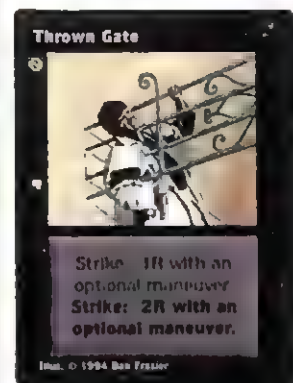
Combined Disasters	1.50	2.50
Comic Books	.75	1.50
Commitment	.75	1.50
Computer Security	1.50	2.50
Computer Virus	.75	1.50
Congressional Wives	.75	1.50
Corruption	1.50	2.50
Count Dracula	1.50	2.50
Counter-Revolution	1.50	2.50
Counterspell	.75	1.50
Cover of Darkness	1.50	2.50
Cover-Up	1.50	2.50
Criminal Overlords	1.50	2.50
Crystal Skull	1.50	2.50
Cyborg Soldiers	3.25	4.00
Death Engine	1.50	2.50
Death Mask	.75	1.50
Democrats	.75	1.50
Deprogrammers	1.50	2.50
Dinosaur Park	.75	1.50
Discordian Society	1.50	2.50
Dollars for Decency	.75	1.50
Eat the Rich	1.50	2.50
EFF	1.50	2.50
18 1/2 Minute Gap	1.50	2.50
Elders of Zion	1.50	2.50
Eliza	.75	1.50
Elvis	3.25	4.00
Embezzlement	2.50	3.50
Empty Voe	1.25	2.00
Energy Crisis	1.50	2.50
Evil Geniuses... Tomorrow	1.50	2.50
Faction Fight	1.50	2.50
Fear and Loathing	.75	1.50
Federal Reserve	.75	1.50
Feminists	.75	1.50
Fidel Castro	.75	1.50
Finland	1.50	2.50
First Thing... Kill All Lawyers	1.50	2.50
Flower Power	.75	1.50
Foiled!	.75	1.50
Forgery	.75	1.50
Freaking the Mundanes	.75	1.50
Fred Birch Society	1.50	2.50
Gang War	.75	1.50
Gay Activists	.75	1.50
Germany	3.25	4.00
Giant Kudzus	.75	1.50
Gnomes of Zurich	1.50	2.50
Goldfish Fanciers	1.50	2.50
Great Pyramid, The (Mag. Insert)	1.50	2.50
Grimkins	1.50	2.50
Gun Control	.75	1.50
Hackers	.75	1.50
Hand of Madness, The	1.50	2.50
Head in a Jar	.75	1.50
Hex	1.50	2.50
Hidden City	.75	1.50
Hidden Influence	1.50	2.50
Hitler's Brain	3.25	4.00
Hoax	.75	1.50
Hollywood	.75	1.50
Holy Grail, The	1.50	2.50
I Lied	.75	1.50
I.R.S.	.75	1.50
Immortality Serum	1.50	2.50
Internat'l Communist Conspiracy	1.50	2.50
Internat'l Weather Organization	.75	1.50
Israel	1.50	2.50
Italy	3.25	4.00
Jimmy Hoffa	2.25	3.00
Junk Mail	.75	1.50
Kill for Peace!	1.50	2.50
L-4 Society	.75	1.50
Law and Order	.75	1.50
Let Them Eat Cake!	.75	1.50
Let's Get REALLY Organized	.75	1.50
Let's You and Him Fight	1.50	2.50
Libertarians	2.50	3.50
Library of Alexandria, The	.75	1.50
Liquor Companies	1.50	2.50
Local Police Departments	.75	1.50
Logic Bomb	1.50	2.50
Malibu, The	3.25	4.00
Manuel Noriega	.75	1.50
Margaret Thatcher	.75	1.50
Market Manipulation	.75	1.50
Mass Murder	1.50	2.50
Media Connections	1.50	2.50
Men in Black, The	3.25	4.00
Messiah	1.50	2.50
Meteor Strike	.75	1.50
M.I.-5	.75	1.50
Mistaken Identity	1.50	2.50
Mossad	1.50	2.50
Multinational Oil Corporations	.75	1.50

Murphy's Law	75	1.50
N.S.A.	3.25	4.00
Nancy Reagan	1.50	2.50
NASA	75	1.50
NATO	1.50	2.50
Necronomicon	75	1.50
Network, The	1.50	2.50
New Federal Budget	75	1.50
New York	75	1.50
Nice Idea, It's A Meme How!	1.50	2.50
Offshore Banks	75	1.50
Ollie North	75	1.50
Opportunity Knocks	2.50	3.50
Orbit One	75	1.50
Oregon Crut, The	1.50	2.50
Perpetual Motion Machine	3.25	4.00
Phone Company	75	1.50
Plague of Demons	2.50	3.50
Pledge Drive	75	1.50
Political Correctness	75	1.50
Polsters	3.25	4.00
Power for Its Own Sake	1.50	2.50
Power to the People	75	1.50
Prince Charles	75	1.50
Princess Di	75	1.50
Professional Sports	75	1.50
Psychiatrists	1.25	2.00
Pyr. Mkt'g Schemes (Mag. Ins.)	1.50	2.00
Rain of Frogs	75	1.50
Reach Out	1.50	2.50
Red Cross	1.50	2.50
Red Scare	75	1.50
Reformed Church of Satan	75	1.50
Reload!	75	1.50
Republicans	75	1.50
Resistance is Useless!	2.50	3.50
Revolution!	75	1.50
Rewriting History	1.50	2.50
Rik-kites	1.50	2.50
Robot Sea Monsters	75	1.50
Ross Perot	1.50	2.50
S.M.O.F.	2.50	3.50
Sabotage	1.50	2.50
Saddam Hussein	75	1.50
Saturday Morning Cartoons	75	1.50
Savings and Loans	1.50	2.50
Savings & Loan Scam	75	1.50
Scandal	2.50	3.50
Secret Service	1.50	2.50
Secrets Man... To Know	75	1.50
Secular Humanists	75	1.50
Seize the Time!	1.50	2.50
Senate Investigating Committee	2.50	3.50
Servants of Chulhu	1.50	2.50
Shangri-La	1.50	2.50
Shroud of Turin	3.25	4.00
Silicon Valley	75	1.50
Singer	75	1.50
Soulburner	3.25	4.00
South American Nazis	2.50	3.50
Spasm of Violence	1.50	2.50
Stars are Right, The	1.50	2.50
Subliminals	3.25	4.00
Sucked Dry and Cast Aside!	75	1.50
Suicide Squad	75	1.50
Supreme Court	1.50	2.50
Sweeping Reforms	75	1.50
Tabloids	75	1.50
Tax Breaks	75	1.50
Tax Reform	1.50	2.50
Texas	3.25	4.00
Thousand Points of Light, A	75	1.50
Time Warp	2.50	3.50
Trading Card Game (Mag. Ins.)	1.50	2.50
Tribeal Commission	2.50	3.50
UFOs	1.50	2.50
Underground Newspapers	3.25	4.00
Unlucky 13	2.50	3.50
Unmasked!	3.25	4.00
Up Against the Wall	1.50	2.50
Volcano	75	1.50
Voodooistas	75	1.50
Warehouse 23	75	1.50
Weak Link, The	1.50	2.50
Weather Satellite	75	1.50
Withering Curse	1.50	2.50
World Cup Victory	1.50	2.50
World War 3	1.50	2.50

### ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION

Card names are in various colors.		
Full Set (412 cards)	\$250.00	350.00
Starter Deck (Dual) (110 cards)	8.00	10.00
Starter Box (5 dual decks)	30.00	50.00

Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00
Single Cards	0.5-1x Limited Price	



### JYHAD - THROWN GATE

Full Set (438 cards)	\$275.00	400.00
Starter Deck (76 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (19 cards)	1.50	2.00
Booster Box (36 packs)	50.00	70.00

Aparth Troublemaker	4.00	6.00
Arcane Library	4.00	6.00
Ivory Bow	6.00	10.00
Milicent Smith	4.00	6.00
Political Ally	4.00	6.00



### ON THE EDGE - HOLLY WINTER

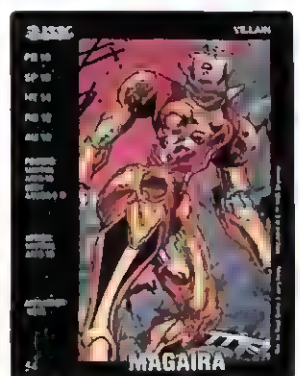
Full Set (269 cards)	\$125.00	200.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

Asha Rybar	3.50	5.00
Constance D'Aubainne	2.25	3.00
Cybil Doros	3.50	5.00
Debra Gnerson	3.25	4.00
Havaya Shagaseini	2.50	3.50

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	2.00	2.25
Booster Box (60 packs)	110.00	130.00
Andalusia	3.50	5.00
Jacob Bunker	4.00	6.00
Cheap Baboon-Trick	3.50	5.00
Eyeballs On!bit	3.25	4.00
Rain of Walrus	2.50	3.50

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

Full Set (388 cards)	\$300.00	400.00
Starter Deck (6 diff/62 cards)	\$8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (9 cards)	2.00	2.50
Booster Box (36 Packs)	70.00	90.00



### POWERCARDZ - MAGAIRA

Full Series 1 (120 cards)	\$40.00	60.00
Starter Deck (Both Versions)	8.00	9.00
Starter Box (12 decks)	75.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00



### RAGE - SCRATCHES-AT-FLEAS

Full Set (321 cards)	\$200.00	300.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00

.38 Special	75	1.25
9mm Semi-Auto Pistol	75	1.25
Alaskan Wolf Hunt	2.50	3.50
Alexandru ThunderRage	25.00	35.00
Alas	2.50	3.50
Allomanda	2.50	3.50
Alison Kachina	3.50	4.50
Amari Howls from Soul	1.50	2.50
Anna Klaminski	3.50	4.50
Anna Eyes of the Sun-Peltrey	2.50	3.50
Antoine Teardrop	2.50	3.50
Attacking the Wym	75	1.25
Aura of Confidence	75	1.25
Aurgia	3.50	4.50
Awe	75	1.25
Babys Gaze	2.50	3.50
Banana Split	1.50	2.50
Bans Arrow	75	1.25
Bettie Song	75	1.25
Beastmind	1.50	2.50
Bite	75	1.25
Black Spirit Dancer	1.50	2.50
Bradetooth	1.50	2.50
Blissful Ignorance	75	1.25
Block	75	1.25

Block and Strike	1.50	2.50
Blood-on-the-Wind	2.50	3.50
Body Blow	75	1.25
Body Wreck	2.50	3.50
Bones of Shaker Hind	2.50	3.50
Battlecap of Shakey Mac	3.50	4.50
Broken Limb	2.50	3.50
Bron Mac Fionn	3.50	4.50
Buggerhead	2.50	3.50
Burn Rush	1.50	2.50
Barrow	75	1.25
Caem Building	75	1.25
Calling a Champion	1.50	2.50
Camouflage	75	1.25
Careful Strike	2.50	3.50
Carla Gimmison	2.50	3.50
Carlson Rush	1.50	2.50
Carleat	75	1.25
Cernonus	2.50	3.50
Charging Bull	3.50	4.50
Chumera	75	1.25
Circular Attack	2.50	3.50
Close the Bawn	2.50	3.50
Cockroach	75	1.25
Command Spirit	1.50	2.50
Coup de Grace	3.50	4.50
Crescent Moon	75	1.25
Crick Rummwangler	1.50	2.50
Critical Blow	1.50	2.50
Curse of Hatred	75	1.25
Deranged Mokole	2.50	3.50
Dharma Bum	1.50	2.50
Diem	1.50	2.50
Disarm	75	1.25
Disembowelment	2.50	3.50
Distractions	75	1.25
Dodge	75	1.25
Drunken Revelry	2.50	3.50
Dry Gulch	1.50	2.50
Eater-of-Bears	1.50	2.50
Edgewalker	1.50	2.50
Elder Stone	2.50	3.50
Elder Vampire	3.50	4.50
Enroll Read	2.50	3.50
Entrapment	1.50	2.50
Evide and Strike	1.50	2.50
Evon Heals-the-Past	1.50	2.50
Evasion	1.50	2.50
Exorcism	75	1.25
Eye of the Cobra	2.50	3.50
Eyes Gouged	1.50	2.50
Eyes-of-Frost	1.50	2.50
Faerie Kin	2.50	3.50
Falcon	75	1.25
Fang Dagger	5.00	7.00
Fang Jumper	1.50	2.50
Fang Necklode of Feens	1.50	2.50
Fast Strike	2.50	3.50
Feather of the Phoenix	2.50	3.50
Feint	75	1.25
Fenns	1.50	2.50
Fenns' Bite	2.50	3.50
Flak Jacket	1.50	2.50
Flame Spirit	75	1.25
Flesh Wound	75	1.25
Flower of Aphrodite	2.50	3.50
Fomon	75	1.25
Fomon	75	1.25
Forceful Wind	1.50	2.50
Frenzy	2.50	3.50
Full Moon	75	1.25
Fur Gnarl	1.50	2.50
Furning	75	1.25
Gaffling Pest	35	75
Gen-vengeance	4.00	6.00
Genie-Ah	3.50	4.50
Gerbage Food Poisoning	1.50	2.50
Getharing for the Departed	75	1.25
Geos	2.50	3.50
Get-Hunts-the-Hunters	2.50	3.50
Gesar	1.50	2.50
Get Medieval	5.00	7.00
Gibbous Moon	75	1.25
Gift of the Porcupine	75	1.25
Glancon Blow	75	1.25
Glib Tongue	2.50	3.50
Golgal Fangs-First	3.50	4.50
Gol Mac Moura	2.50	3.50
Grand Klavie	3.50	4.50
Grandfather Thunder	1.50	2.50
Grazing Wound	75	1.25
Greater Banishment	3.50	4.50
Grek Two-Tongue	2.50	3.50
Greyfox	2.50	3.50
Gritfin	1.50	2.50
Grimfang	3.50	4.50

price guide

WENT UP

WENT DOWN

HEAVILY TRADED





## price guide

Growth-at-Moon	2.50	3.50
Guides-to-Truth	2.50	3.50
Gunpowder Draught	25.00	35.00
Half Moon	75	1.25
Harano Gloom	3.50	4.50
Head Wound	2.50	3.50
Heart of Fury	1.50	2.50
Hogling	75	1.25
Howard Koor	1.50	2.50
Hunting Party	1.50	2.50
Icy Chill of Despair	1.50	2.50
Impregium	2.50	3.50
Inbred Disorder	1.50	2.50
Incarna S'gi	2.50	3.50
Insightful Eyes	75	1.25
Ivan Korda	1.50	2.50
Jack Del'tang	25.00	35.00
Jackal's Curse	75	1.25
Jacky Gecko	2.50	3.50
Jam Technology	1.50	2.50
Journey Onward	1.50	2.50
Journey to the East	75	1.25
Jubah	1.50	2.50
Julisha of the Thousand Masks	3.50	4.50
Justice Under Gaea	1.50	2.50
Kelly Still Waters	25.00	35.00
Kinfolk - Environmental Activist	2.50	3.50
Kinfolk - Small Town Cop	2.50	3.50
Kinfolk - Soldier of Fortune	3.50	4.50
Kinfolk - TV Reporter	2.50	3.50
Kinfolk - Veteran	3.50	4.50
Klialat Stargazer	25.00	35.00
Klaive	2.50	3.50
Kneecapper	75	1.25
Knife Wind	3.50	4.50
Lamun	3.50	4.50
Leadership Challenge	1.50	2.50
Legendary Leadership	1.50	2.50
Lesser Banishment	1.50	2.50
Leukippes	25.00	35.00
Lone Wolf Lupo	25.00	35.00
Lord Albrecht	2.50	3.50
Lost Calling	1.50	2.50
Lucky Blow	2.50	3.50
Luna's Armor	1.50	2.50
Luna's Links	2.50	3.50
Lunar Eclipse	3.50	4.50
Mama	3.50	5.00
Mangle	2.50	3.50
Mar Cobrah	2.50	3.50
Massive Wound	1.50	2.50
Master of the Pack	3.50	4.50
Matrarch Mourning	3.50	4.50
Merciful Blow	1.50	2.50
Messenger's Fortitude	75	1.25
Might of Thor	75	1.25
Mindpeak	1.50	2.50
Mokole Hide	2.50	3.50
Moon Bridge Escape	1.50	2.50
Moon Sign	2.50	3.50
Morgan the Unworthy	1.50	2.50
Morike - High Mountain	3.50	4.50
Mother Lassa	3.50	4.50
Mother's Touch	1.50	2.50
Natasha Moon Chaser	1.50	2.50
Nature's Boon	1.50	2.50
Nephthys, Mu'at	2.50	3.50
Nerve Cluster	1.50	2.50
New Moon	75	1.25
No Escape	1.50	2.50
No'tin' in N'Dhonnail	1.50	2.50
Odor of Skunk	75	1.25
Off Balance Attack	75	1.25
Osun Mac Gaeleach	25.00	35.00
Old Red Eagle	25.00	35.00
Old Storm-Chaser	3.50	4.50
Old Wolf of the Woods	25.00	35.00
Organ Puncture	1.50	2.50
Overextended Attack	75	1.25
Owl	1.50	2.50
Pack Defense	1.50	2.50
Passer	1.50	2.50
Peace of Nature	3.50	4.50
Pearl River	3.50	4.50
Pegasus	75	1.25
Pentex Forestry Team	1.50	2.50
Pentex Refinery	4.00	6.00
Persuasion	75	1.25
Piper, The	2.50	3.50
Portable Computer	3.50	4.50
Prize the Malformed	1.50	2.50
Progenitor Moge	3.50	4.50
Pumpkin Man	1.50	2.50
Questor Treemaker	1.50	2.50
Quoting the Litany	2.50	3.50
Ragnarok	1.50	2.50
Rainpuddle	1.50	2.50
Rat	75	1.25
Razor Claws	75	1.25
Reclaiming the Stolen	1.50	2.50
Remove Gaea's Blessing	2.50	3.50
Reed and Tear	1.50	2.50
Rite of Glory	75	1.25
Rite of Investiture	3.50	4.50
Rite of Passage	75	1.25
Rite of Wisdom	75	1.25
Rite of Wounding	75	1.25
Ritual Challenge	75	1.25
Roar of Storms	2.50	3.50
Roger Daly	3.50	4.50
Roll Over	75	1.25
Roshen One-Arm	1.50	2.50
Run Like Hell	1.50	2.50
Running Creek	1.50	2.50
Samuel Haight	2.50	3.50
Sands of Sleep	2.50	3.50
Savire Song	75	1.25
Saving Face	75	1.25
Scar Throat Leech-Killer	1.50	2.50
Scouring the Wym	1.50	2.50
Scouting Mission	1.50	2.50
Scratches-of-Pleas	2.50	3.50
Scream of Gaea	1.50	2.50
Serenity	75	1.25
Shakar	1.50	2.50
Shapeshift	1.50	2.50
Sheldmate	1.50	2.50
Shogeko Hunter Moon	25.00	35.00
Shotgun	4.00	6.00
Shroud	75	1.25
Shu Hanus	25.00	35.00
Silhouette	2.50	3.50
Silver Ammo	2.50	3.50
Silver Claws	1.50	2.50
Silver Record	75	1.25
Simon Gentle	1.50	2.50
Sings-for-the-Beast	1.50	2.50
Sister Jodi in Paws-of-Light	2.50	3.50
Skandancer	4.00	6.00
Sneak Attack	2.50	3.50
Sofya Softkiller	1.50	2.50
Solid Blow	75	1.25
Son of Moonlight	2.50	3.50
Song Chang	2.50	3.50
Song of Rage	75	1.25
Song of the Great Beast	3.50	4.50
Spear of Deceit	2.50	3.50
Spike Crushed	2.50	3.50
Spirit Drain	2.50	3.50
Spirit of the Fray	1.50	2.50
Spotlight	1.50	2.50
Stag	75	1.25
Stands Like Mountain	2.50	3.50
Storedown	75	1.25
Sticky Paws	75	1.25
Stinging Wound	75	1.25
Stolen Wolf, The	1.50	2.50
Stone of Scorn	75	1.25
Surprise Ally	2.50	3.50
Surprise Attack	1.50	2.50
Survivor	2.50	3.50
Susan Anthony	2.50	3.50
Swope	75	1.25
Syntax	1.50	2.50
Taking the True Form	1.50	2.50
Taking the Death Blow	2.50	3.50
Tanzit	1.50	2.50
Taunt	75	1.25
Teeth-of-Titanium	2.50	3.50
Telling Blow	75	1.25
Thomas Kachina	2.50	3.50
Thunder Tiger	2.50	3.50
Tim Rowantree	1.50	2.50
Trackless Waste	75	1.25
Trabal Alliance	1.50	2.50
Tribal War	3.50	4.50
True Fear	1.50	2.50
True Silverheels	2.50	3.50
Uktena	75	1.25
Uktena Wyndoe	4.50	5.50
Umbra Escape	2.50	3.50
Umbra Quest	75	1.25
Unicorn	75	1.25
Victory Party	1.50	2.50
Virus-to-Wym	1.50	2.50
Vital Blow	1.50	2.50
Volcheka Ibanun	1.50	2.50
Walks-with-Night	3.50	4.50
War Paint of Wahay Ohni	2.50	3.50
Wendigo	75	1.25
Whelp Body	2.50	3.50
Wind-Across-the-Hills	1.50	2.50
Winter Wolf	1.50	2.50
Wisdom of the Seer	3.50	4.50
Wolf Kinfolk	35	75
Wolf-Spirit	35	75
Wym Skin	2.50	3.50
Wym Sleyer, Rann Garou	3.50	4.50
Wym Taint	2.50	3.50
Yari Twainich	25.00	35.00
Zachary Ellison	2.50	3.50



## REDEMPTION—GOLIATH'S SPEAR

<b>REDEMPTION</b>	
CARTUS GAME DESIGN 1995	
Full Set (300 cards)	\$200.00 250.00
Starter Deck (100 card dual Deck)	\$8.00 10.00
Starter Box (12 decks)	90.00 100.00
Booster Pack (8 cards)	1.25 1.75
Booster Box (60 packs)	85.00 95.00



## SHADOWFIST—CLAW OF THE TIGER

<b>SHADOWFIST</b>	
Full Set (325 cards)	\$200.00 275.00
Starter Deck (60 cards)	8.00 10.00
Starter Box (12 decks)	90.00 110.00
Booster Pack (12 cards)	2.50 3.00
Booster Box (38 packs)	85.00 110.00

<b>SIMCITY</b>	
MAY 1992	
Full Set (517 cards)	\$300.00 350.00
Starter Deck (60 cards)	7.00 8.00
Starter Box (10 decks)	65.00 80.00
Booster Pack (15 cards)	2.00 2.25
Booster Box (36 packs)	60.00 80.00

<b>SPELLFIRE</b>	
TSR 1994	
Full 1st Edition Set (445 cards)	\$150.00 225.00
(Set price includes 25 booster exclusive cards)	
1st Edition Starter Deck (110 cards)	10.00 12.00
1st Edition Starter Box (6 dual decks)	60.00 70.00
1st Edition Booster Pack (15 cards)	1.25 1.50
1st Edition Booster Box (36 packs)	40.00 50.00
Full 1st Edition Set (400-Cons Only)	•
No Edition Starter Deck (55 cards)	•
No Edition Starter Box (10 decks)	•
No Edition Booster Pack	NONE
Full 2nd Edition Set (420 cards)	140.00 200.00
2nd Edition Starter Deck (110 cards)	12.00 15.00
2nd Edition Starter Box (6 duals)	75.00 90.00
2nd Edition Booster Pack (15 cards)	1.50 1.75
2nd Edition Booster Box (36 packs)	50.00 60.00
Invisibility	1.50 2.50
Midnight Goddess of Magic	1.50 2.50
Potion of Firebreathing	1.50 2.50
Siege!	1.50 2.50
Soul	1.50 2.50

<b>RAVENLOFT EXPANSION</b>	
TSR 1994	
Full Set (100 cards)	\$80.00 120.00
Booster Pack (15 cards)	1.50 1.75
Booster Box (36 packs)	50.00 60.00
Castle Ravenloft	1.50 2.50
Headless Horseman	1.50 2.50
High Master Illithid	1.50 2.50
Isle of Terror	1.50 2.50
Ring of Regeneration	1.50 2.50

<b>DRAGONLANCE EXPANSION</b>	
TSP 1994	
Full Set (125 cards)	\$75.00 125.00
(Set price includes 25 booster-exclusive cards)	
Booster Pack (15 cards)	1.50 1.75
Booster Box (36 packs)	50.00 60.00
Bupu's Emerald	1.50 2.50
Hazy Image	1.50 2.50
Inn of the Last Home	1.50 2.50
Kymn Minotaur	1.50 2.50
Tasslehoff Burrofol	1.50 2.50

<b>FORGOTTEN REALMS</b>	
TSP 1994	
Full Set (125 cards)	\$100.00 150.00
(Set price includes 25 booster-exclusive cards)	
Booster Pack (15 cards)	2.25 2.50
Booster Box (36 packs)	75.00 90.00
Blackstaff Tower	1.50 2.50
Dragon Slayer	1.50 2.50
Shadow Engines	1.50 2.50
Tablets of Fate	1.50 2.50
Word of Recall	1.50 2.50

<b>STAR OF THE GUARDIANS</b>	
FAC FORCE 7 1995	
Full Set (325 cards)	\$70.00 100.00
Starter Deck (60 cards)	8.00 10.00
Starter Box (12 decks)	85.00 110.00
Booster Pack (14 cards)	2.00 2.50
Booster Box (36 packs)	70.00 90.00
Atheism Fate	2.50 3.50
Cult Following Modler	1.50 2.50
Claymore Bombers Squadron	2.50 3.50
Special System Tisor	1.50 2.50
Xris and Mag Force 7 Personnel	3.50 5.00

<b>STAR QUEST: THE REGENCY WARS</b>	
FAC FORCE 7 1995	
Full Set (325 cards)	\$250.00 375.00
Starter Deck (53 cards)	58.00 100.00
Starter Box (10 decks)	90.00 110.00
Booster Pack (15 cards)	3.00 5.00
Booster Box (36 packs)	90.00 110.00

<b>STAR TREK: THE NEXT GENERATION LIMITED</b>	
FAC FORCE 7 1994	
Cards are black-bordered.	
Full Set (363 cards)	\$750.00 1,000.00
Starter Deck (60 cards)	18.00 25.00
Starter Box (12 decks)	200.00 300.00
Booster Pack (15 cards)	10.00 15.00
Booster Box (36 packs)	250.00 400.00
Unlisted Singles	30 60
Albert Einstein	5.00 8.00

Alexander Rozhenko	1.25	2.00
Aldor Jarok	5.00	8.00
Alien Abduction	.75	1.50
Alien Groupie	3.50	5.00
Alien Parasites	1.50	2.50
Alien Probe	1.50	2.50
Alyanna Nachayev	4.00	6.00
Alyssa Ogawa	1.25	2.00
Amara Rogers	1.50	2.50
Amane	1.25	2.00
Anaphasic Organism	.75	1.50
Ancient Computer	8.00	12.00
Anti-Time Anomaly	6.00	10.00
Armus-Skin of Evil	8.00	12.00
Asteroid Sanctuary	.75	1.50
Auto-Destruct Sequence	1.50	2.50
Avent Disaster	4.00	6.00
B'Etor	10.00	15.00
B'lik	.75	1.50
Bo'el	2.25	3.00
Baran	.75	1.50
Barclay's Photoplasmic Disease	6.00	10.00
Benjamin Maxwell	.75	1.50
Belazoid Gift Box	8.00	12.00
Beverly Crusher	18.00	25.00
Bachira	2.25	3.00
Bak	1.25	2.00
Borg Ship	12.00	18.00
Byron's Weapon Enhancement	7.00	10.00
Chaloth	.75	1.50
Cloaked Mission	1.50	2.50
Cosmic String Fragment	1.25	2.00
Covert Installation	.75	1.50
Covert Rescue	.75	1.50
Crosis	8.00	12.00
Crystalline Entity	6.00	8.00
Cultural Observation	3.50	5.00
Cytherans	4.00	6.00
Daron Wallace	.75	1.50
Date	30.00	40.00
Deanna Troi	20.00	30.00
Devil, The	7.00	10.00
Devonian Rat	1.50	2.50
Devaras	8.00	12.00
Diplomacy Mission	.75	1.50
Distortion Field	1.50	2.50
Distortion of... Continuum	2.25	3.00
Dvok	1.50	2.50
Dr. La Forge	5.00	7.00
Dr. Leah Brahms	5.00	7.00
Dr. Rayga	.75	1.50
Dr. Selar	1.50	2.50
Dukath	1.50	2.50
Duras	8.00	12.00
El-Adel Creature	1.50	2.50
Energy Vortex	.75	1.50
Engineering Kit	1.50	2.50
Eric Pressman	.75	1.50
Eran Ja	1.50	2.50
Evacuation	1.50	2.50
Evaluate Terraforming	4.00	6.00
Exocomp	1.25	2.00
Explore Black Cluster	2.50	3.50
Explore Dyson Sphere	3.50	5.00
Explore Typhane Expanse	3.25	4.00
Expose Covert Supply	1.50	2.50
Extraction	5.00	8.00
Federation Outpost	1.25	2.00
Fek'li	1.50	2.50
Female's Love Interest	.75	1.50
Firestorm	.75	1.50
First Contact	1.50	2.50
Fleet Admiral Shanthi	1.50	2.50
Full Planet Scan	2.25	3.00
Gaps in Normal Space	1.25	2.00
Genetic Replicator	2.25	3.00
Geordi La Forge	18.00	25.00
Gusti	.75	1.50
Goddess of Empathy	5.00	8.00
Gorta	.75	1.50
Gowran	12.00	18.00
Gravimic Mine	1.50	2.50
Haakana	8.00	12.00
Hannah Bates	1.25	2.00
Halo-Projectors	1.25	2.00
Hologram Ruse	1.50	2.50
Honor Challenge	5.00	8.00
Horga'ni	12.00	18.00
Hugh	12.00	18.00
Hunt for DNA Program	3.50	5.00
Husnock Ship	2.25	3.00
Hyper-Aging	1.50	2.50
I.K.C. Bortas	8.00	10.00
I.K.C. Bunck	7.00	10.00
I.K.C. Hegh'ta	7.00	10.00
I.K.C. K'Var	1.50	2.50

I.K.C. Pagh	7.00	10.00
I.K.C. Qu'Yat	7.00	10.00
I.K.C. Vor'Cha	.75	1.50
I.K.C. Vorn	.75	1.50
Iconia Investigation	3.50	5.00
Iconian Computer Weapon	.75	1.50
Impassable Door	.75	1.50
Incoming Message-Federation	3.25	4.00
Incoming Message-Klingon	2.25	3.00
Incoming Message-Romulan	2.25	3.00
Interphase Generator	8.00	12.00
Investigate Alien Probe	4.00	6.00
Investigate Disappearance	4.00	6.00
Investigate Disturbance	4.00	6.00
Investigate Massacre	4.00	6.00
Investigate Raid	3.50	5.00
Investigate Rogue Comel	3.25	4.00
Investigate "Shattered Space"	3.50	5.00
Investigate Sighting	2.50	3.50
Investigate Time Continuum	3.50	5.00
Isham Yar	2.25	3.00
Jaglan Shrek-Information Broker	5.00	8.00
Jean-Luc Picard	40.00	50.00
Jenna D'Sora	1.50	2.50
Jo'Bril	1.25	2.00
Juggler, The	.75	1.50
K'Ehleyr	7.00	10.00
K'Impac	.75	1.50
K'Tal	.75	1.50
K'Yoda	1.25	2.00
Kahless	6.00	10.00
Kareel Odan	.75	1.50
Kargan	5.00	8.00
Kell	1.50	2.50
Kevin Uxbridge	1.50	2.50
Khazara	8.00	12.00
Xhitor Research	3.50	5.00
Kyros Fajro-Collector	2.25	3.00
Klag	.75	1.50
Kla'eg	.75	1.50
Klingon Death Yell	6.00	10.00
Klingon Right of Vengeance	.75	1.50
Komel	.75	1.50
Koral	.75	1.50
Koroth	1.50	2.50
Koris	1.50	2.50
Knos Suppression	.75	1.50
Kromm	.75	1.50
Kronan Game	4.00	6.00
Kurek	5.00	8.00
Kurtan Naikos	8.00	12.00
Kurn	7.00	10.00
L'Kor	1.25	2.00
Leah Brahms	5.00	8.00
Life-Form Scan	1.50	2.50
Long-Range Scan	.75	1.50
Lore Returns	8.00	12.00
Lore's Fingernail	7.00	10.00
Lurso	10.00	15.00
Lwaxanna Troi	8.00	12.00
Matriarchal Society	.75	1.50
McKnight	1.50	2.50
Medical Relief	3.50	5.00
Medical Recorder	1.25	2.00
Mendak	6.00	10.00
Mendon	.75	1.50
Menthar Booby Trap	.75	1.50
Mercenary Ship	2.25	3.00
Metaphasic Shields	.75	1.50
Microvirus	.75	1.50
Mirok	1.50	2.50
Moarg	.75	1.50
Morgan Batson	5.00	8.00
Mat the Barber	1.50	2.50
Movar	1.50	2.50
Ni'Vek	1.25	2.00
Nagilum	6.00	8.00
Namias	.75	1.50
Nank	2.25	3.00
Nausicaans	.75	1.50
Near-Warp Transport	1.25	2.00
Neela Daren	8.00	12.00
Neral	.75	1.50
Neural Servo Device	1.50	2.50
New Contact	3.50	5.00
Nikolai Rozhenko	1.50	2.50
Nitrium Metal Parasites	2.25	3.00
North Satie	1.50	2.50
Nu'Dag	1.50	2.50
Null Space	1.50	2.50
Nutritional Shields	1.25	2.00
Ocelt	2.25	3.00
O'K'Var	.75	1.50
Poker Toff-Alien Trader	2.25	3.00
Pardek	1.50	2.50
Parren	1.50	2.50
Particle Fountain	.75	1.50

Pegasus Search	3.50	5.00
Phased Matter	.75	1.50
Pi	5.00	8.00
Plunder Site	1.50	2.50
Portal Guard	1.25	2.00
Q	10.00	15.00
Q2	3.50	5.00
Radioactive Garbage Scow	1.50	2.50
Raise the Stakes	1.25	2.00
Rebel Encounter	1.50	2.50
Reginald Barclay	8.00	12.00
Relief Mission	1.25	2.00
REM Fatigue Hallucinations	2.25	3.00
RES-Q	.75	1.50
Restore Erant Moon	2.25	3.00
Richard Galen	5.00	8.00
Rino	1.50	2.50
Rio Laren	8.00	12.00
Roga Danar	10.00	15.00
Runabout	.75	1.50
Sarek	10.00	15.00
Sanjanka	4.00	6.00
Sansheng Plunder	3.25	4.00
Sarek	7.00	10.00
Science Vessel	.75	1.50
Secret Salvage	1.50	2.50
Seek Life-form	3.50	5.00
Sela	10.00	15.00
Shake, When the Walls Fell	1.50	2.50
Shelby	7.00	10.00
Sir Isaac Newton	8.00	12.00
Simo Kalrami	1.50	2.50
Soren	1.50	2.50
Spacedeck	.75	1.50
Static Warp Bubble	.75	1.50
Strategic Diversion	1.25	2.00
Study "Hole in Space"	3.25	4.00
Study Lanke Pulsar	3.50	5.00
Study Nebula	3.50	5.00
Study Plasma Streamer	.75	1.50
Study Stellar Collision	.75	1.50
Subspace Schism	.75	1.50
Supernova	7.00	10.00
Survey Mission	4.00	6.00
T'Pol	1.50	2.50
Taibak	1.25	2.00
Tom Elbrun	6.00	10.00
Torellan Plague Ship	1.50	2.50
Tasha Yar	10.00	15.00
Tebok	1.25	2.00
Telepathic Alien Kidnappers	2.25	3.00
Temporal Causality Loop	4.00	6.00
Temporal Rift	1.50	2.50
Test Mission	1.25	2.00
Thei	.75	1.50
Thomas Riker	12.00	18.00
Thought Maker	10.00	15.00
Time Travel Pod	5.00	8.00
Toby Russell	.75	1.50
Tokath	1.50	2.50
Tomalak	7.00	10.00
Toq	1.25	2.00
Torak	1.50	2.50
Toral	1.25	2.00
Toreth	6.00	10.00
Torin	.75	1.50
Tox Uthol	8.00	12.00
Transwarp Conduit	1.25	2.00
Traveler, The Transcendence	2.25	3.00
Treaty: Federation/Klingon	.75	1.50
Treaty: Federation/Romulan	.75	1.50
Treaty: Romulan/Klingon	.75	1.50
Tsolkovsky Infection	4.00	6.00
Two-Dimensional Creatures	2.25	3.00
U.S.S. Brittain	8.00	12.00
U.S.S. Enterprise	30.00	40.00
U.S.S. Excelsior	1.50	2.50
U.S.S. Galaxy	1.50	2.50
U.S.S. Hood	8.00	12.00
U.S.S. Phoenix	8.00	12.00
U.S.S. Sutherland	2.50	3.50
U.S.S. Yamato	8.00	12.00
Vagh	1.50	2.50
Varian-T Disruption	8.00	12.00
Vash	8.00	10.00
Vulcan Mindmeld	1.25	2.00
Vulcan Stone of Gol	12.00	18.00
Warp Core Breach	3.50	5.00
Wesley Crusher	18.00	25.00
Where No One Has Gone Before	.75	1.50
William T. Riker	20.00	30.00
Wind Dancer	4.00	6.00
Worf	20.00	30.00
Wormhole	.75	1.50
Wormhole Negotiations	4.00	6.00
Zibarian Transport	.75	1.50

## STAR TREK: THE NEXT GENERATION UNLIMITED

Cards are white-bordered

Full Set (363 cards)	\$225.00	300.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 decks)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Single Cards	0.25-0.35x	Limited Prices

## SUPER DECK!

Full Set (160 cards)	\$30.00	50.00
Starter Deck (60 cards)	3.00	5.00
Starter Box (10 decks)	30.00	50.00
Booster Pack	NONE	

## TOWERS IN TIME

Full Set (210 cards)	\$90.00	150.00
Starter Deck (55 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	75.00	100.00

## ULTIMATE COMBAT!

Full Set (150 cards)	\$75.00	125.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	70.00	90.00

Beijing Blitz	1.50	2.50
Boken	3.50	5.00
Inferno Round Kick	4.00	6.00
Mask of Genghis Kahn	3.50	5.00
Psychic Nova	2.50	3.50

## WYVERN

Full Premiere Set (135 cards)	\$300.00	400.00
Full Limited Set (239 cards)	350.00	450.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	75.00	125.00
Booster Pack (15 cards)	2.25	3.25
Booster Box (36 packs)	80.00	125.00

Gold Card	75.00	150.00
Pick a Treasure	.75	1.50
Secret Treasure	.75	1.50
Silver Card	40.00	60.00
Wyvern	.75	1.50



## WYVERN-BLINDING LIGHT

## PHOENIX EXPANSION

Full Set (90 cards)		
Booster Pack (8 cards)	\$1.25	1.75
Booster Box (60 packs)	85.00	95.00

price guide

WENT UP

WENT DOWN

HEAVILY TRADED



# INQUEST

## checklists



### ON THE EDGE ARCANA EXPANSION

Full Set (153 cards)

\* Indicates a card has multiple backgrounds

#	Card Name	Rarity	Artist
A1	Atheneans' Secret	U1	Ferguson
A2	The Cabal's Story	U1	Ferguson
A3	The Magic Circle's Secret	U1	Ferguson
A4	The Purpose of the Neutralizers	U1	Ferguson
A5	The Secret of the Saou	U1	Ferguson
A6	Tablets of Kish	U1	Ferguson
A7	The Theory Behind Astral Powers	U1	Ferguson
A8	The Theory Behind Psychic Powers	U1	Ferguson
A9	The Truth About Necromancy	U1	Ferguson
A10	Vera Afanas'yevna*	U1	Snyder
A11	Alter-Edge	U1	Warren
A12	Mal'na Amduat*	U1	Mayer
A13	Ruth Anath	U2	McKinney



### PEACH ANGELIC

A14	Peach Angelic	C2	Hogan
A15	Anubis Scrolls	U1	Shuler
A16	Astral Egg	U2	Bolt
A17	Astral Refractor	C2	Carpenter
A18	Atavism: Necromancer	U1	Mandus
A19	Atavism: Priestess of Thoth	U1	Hondru
A20	Bad Vibes	U1	Hondru
A21	Bruce Barret	C2	Bell
A22	Bast	U1	Shuler
A23	Beakarkav	C2	Houston
A24	Stas Bendick	C1	Mayer
A25	Tomek Bareszcawsky	C1	Thornberry
A26	Big Mitts	U2	Kollin
A27	Blind Spot	C2	Houston
A28	Book of Malahel	U2	Hull
A29	Book of Potrescences	U2	Ferguson
A30	Broadcast	U1	Houston
A31	Bubbles	U1	Lancaster
A32	Canopic Jar	U2	Ferguson
A33	Carcinogenia	U2	Thornberry
A34	Cal's Feet	C2	Houston
A35	Chasmatic Reservoir	C2	Ferguson
A36	Chateau Melmoth	C1	Daggar
A37	CPC Crackdown	U1	Houston
A38	CPC Headquarters	U2	Houston
A39	Anastasia Crowley*	U1	Bel
A40	Anastasia Crowley*	U1	Bel

A41	Monique D'Aubaine*	U1	Mandus
A42	Dark Secrets of Arthur	C2	Compton
A43	Delicatessen	U2	Mayer
A44	Devourer	U2	Ferguson
A45	Tanya Dijas	U1	Raupp
A46	Doubting Thomas	C1	Houston
A47	Ross Dowden	C2	Lancaster
A48	Mesut Economou	C2	Thornberry
A49	Sami Enahoro	C2	McKinney
A50	Execration	U2	Snyder
A51	Exorcism	U2	Ferguson
A52	Lou Farazi	C2	Thornberry
A53	Adrian Fig	U1	Haddad
A54	Ingrid Fjerssen	U1	Haddad
A55	Nicolas Flamel	U1	Mayer
A56	Flooding Nile	U2	Mayer
A57	Forked Tongue	U2	Ferguson
A58	Friends in Science Barn	C2	Houston
A59	Gherwalbus	C2	Houston
A60	Rosa Ghironi	C2	Mandus
A61	Gnaoul	U1	Dannheiser
A62	Suvada GoldStone	C2	Bell
A63	Notifi Grout	C1	Ferguson
A64	Saeb Hanoun	C2	Snyder
A65	The Harayelicon	U2	Warren
A66	Harem Conspiracy	U2	Hondru
A67	Hamilton	U1	Dannheiser
A68	Nowal Al-Haz	C1	Haddad
A69	Head on the Door	C1	Dannheiser
A70	Healing Statue	U1	Raupp
A71	Triple Henderson	C2	Hogan
A72	Bulk Hertzog	U2	Kirkbnde
A73	Athena Iakatos	U2	Mandus
A74	Iron Skin	C2	Houston
A75	Kamikaze	U1	Ferguson
A76	Andrej Kawerna	U2	Houston
A77	Donna Khalifah	C2	Hondru
A78	Kiyateru Wakai	C2	Ferguson
A79	Eugene Krebs	C2	Bell
A80	Kumimatsu Koza	C1	Ferguson
A81	Billy Kwei	U2	Stone
A82	Fava Lohkdar	C2	Snyder
A83	Lightning Strike	C2	Thornberry
A84	Love Philre	C2	Houston
A85	Mo'at	U1	Roundtree
A86	Magical Mural	C2	Ferguson
A87	Michael Malah	C2	Mayer
A88	Mammon	U2	Daggar
A89	Djibni Maougal	C2	Mayer
A90	Markowe Reading Room	U2	Ferguson
A91	Ricardo Martinez	U1	Ferguson
A92	Sister Mary Evangeline	C1	Lancaster
A93	Media Skepticism	U1	Lancaster
A94	Cheb Mehenni	C1	Dannheiser
A95	Misdirection	C1	Ferguson
A96	Marilyn Munyaradzi*	C1	Lancaster



### MYRIAD

A97	Myriad	C2	Lancaster
A98	Damayanti Narasimhaiah	C1	Stone

A99	Anima Nee-Owoo	C2	Houston
A100	Farah Nekhbet	U1	Hondru
A101	Necromuzzle	C1	Daggar
A102	Nicolai Nemeth	C1	Mayer
A103	Nickels	C2	Houston
A104	Dumiso Nkomo*	U1	Houston
A105	Bjorn Nkwera	C1	Hondru
A106	Leila Noureddin	U2	Mayer
A107	Yvonne Pacheco	C2	Thornberry
A108	Umberto Palladino*	U1	Ferguson
A109	Umberto Palladino*	U1	Ferguson
A110	Umberto Palladino*	U1	Ferguson
A111	Dr. Jamaranathy Panil	C2	Raupp
A112	Paranormal Unit Theory	U1	Angstrom
A113	Islam Petri	U2	Mayer
A114	Eileen Pitchford	C2	Daggar
A115	Nicolae Plesu	C1	Casper
A116	Poltergeist	C2	Daggar
A117	Gilbert Portwine	C1	Lancaster



### PSI CAT

A118	Psi Cat	C1	Calero
A118	Psi Cat	C1	Thornberry
A119	Psychic Anomaly	U1	Houston
A120	Psychic Time Bomb	C2	Roundtree



### BLUSH QUAY

A121	Blush Quay	C2	Ferguson
A122	Honus Redwell	U2	Hondru
A123	Ring of Gyges	U2	Daggar
A124	Fab Salina	C2	Houston
A125	Scarab	C2	Jober
A126	Secret Temple of Thoth	U1	Calero
A127	Sephira	U1	Ferguson
A128	Seven Oils	C1	Calero
A129	Shadrach*	U1	Casper
A130	Hanni Shahal	C2	Houston
A131	Josephina Shouky	C1	Ferguson
A132	Slipper	U2	Ferguson
A133	Pressure Sly*	C1	Dannheiser
A134	Jersey Smith	U1	Houston
A135	Isabel Soyinka	C1	McKinney
A136	Spackle	C1	Thornberry
A137	Spaulding Manuscript	U2	Calero
A138	Madeline Svora*	C1	Lancaster
A139	Judy Swelter	U1	Mayer
A140	Kate Taylor	C2	Houston
A141	Telemech Punch	C2	Houston
A142	Throttle	U1	Ferguson
A143	Topaz Tidore	U1	Mayer
A144	Steno Topic	C1	Shuler

A145	Raul Trevino	C2	Calero
A146	Ur-Master	U2	Lancaster
A147	Alsher Ushmon	U1	Mayer
A148	Dr. Mana Valdez	U2	Ferguson
A149	Ellen Wu*	U1	Stone
A150	Ginger Yang	C2	Houston
A151	Yashga	C2	Hondru
A152	Isis Zaman	U2	Mayer
A153	Qubilah Zeroual	U2	Snyder



### WING COMMANDER

Full Set (312 cards)

#### Abbreviations

##### Squadrons - Terran

Ar	Arrow
HV	Helicat V
Lb	Longbow
Th	Thunderbolt VII
AE	Arrow Elite
Ex	Excalibur
HE	Helicat Elite
LE	Longbow Elite
TE	Thunderbolt Elite

##### Squadrons - Kilrathi

Dr	Darkest
DI	Dralithi IV
Pk	Paktahn
Vt	Vaktoth
Dd	Drakhar Darkest
DD	Drakhar Dralithi
DP	Drakhar Paktahn
DV	Drakhar Vaktoth
Sk	Sorthak
St	Shakha

#### Other

Cr	Crew
Lr	Luck
Mv	Maneuver
PA	Pilot Award
WS	Weapon System
BD	Battle Damage
Mo	Modifer
SO	Secret Orders
NV	Nav Point
Co	Carrier

#### Personalities

Dd	Deadbolt
MG	McGoo
Ru	Rusty
Sn	Snapshot
CO	Cobra
Fl	Flash
HL	Hard Luck
Po	Paladin
Vo	Vagabond
Vq	Vaquero
Ag	Angel
Ho	Hobbles
Ma	Maniac
WC	Wing Commander

As	Apeshredder
DS	Deathstroke
FC	Fireclaw
LS	Longshot
Ma	Motley
Ro	Rogue
Sz	Skitz
WH	Wise Hunter
BF	Bloodfang
BM	Bloodmist
DF	Deathfang
PT	Prince Tharkath
ST	Stalker

# TERRAN

Card Name	Rarity	Type
Blue Devil Squadron	C	Ar
Golden Cheetah Squadron	C	Ar
Hell's Archers Squadron	C	Ar
Jade Dragonfly Squadron	C	Ar
Northern Lights Squadron	C	Ar
Scarlet Speeder Squadron	C	Ar
Sparrowhawk Squadron	C	Ar
Dynamo Hum Squadron	C	HV
Fire Birds Squadron	C	HV
Gray Hornet Squadron	C	HV
Killer Bee Squadron	C	HV
Osprey Squadron	C	U
William Tell Squadron	C	TV
Hurricane Squadron	C	TV
Sky Giant Squadron	C	TV



## CREW-RADIO ROLLS

Radio Rolls	C	Cr
Lt. Amanda Camuthers	C	Db
Capture Pilot	C	Lu
Recover Pilot	C	Lu
Academy Training	C	Mv
Attack My Target	C	Mv
Break and Attack	C	Mv
Break-off	C	Mv
Hard Break	C	Mv
Kickstop	C	Mv
Roll	C	Mv
Shake	C	Mv
Sit-n-Kick	C	Mv
Tail	C	Mv
Taunt	C	Mv
Tight Loop	C	Mv
Lt. Simon LeDuke	C	MG
Bronze Star	C	PA
Lt. Russ Wilbury	C	Ru
Lt. Reging Orwin	C	Sn
Improved Comms	C	WS
Improved Shields	C	WS
Improved Tac Computers	C	WS
Plum Friend-or-Foe Missile	C	WS
Spiculum Image Recognition Missiles	C	WS
Torpedo	C	WS
Torpedo Mount	C	WS
Lt. John Heffer	C	Wz
Lt. Michael Williamson	C	Zy
Crimson Knight Squadron	U	Ar
Fireball Squadron	U	Ar
Blue Menagerie Squadron	U	HV
Burma Tiger Squadron	U	HV
Crazy Diamond Squadron	U	HV
Red Ranger Squadron	U	HV
Throat Wolves Squadron	U	Lb
Air Mogul Squadron	U	Lb
Angelheart Squadron	U	Lb
Monarch Squadron	U	Lb
Sky Demon Squadron	U	Lb
Tiger Killer Squadron	U	TV
Dragon Master Squadron	U	TV
Earth Shaker Squadron	U	TV
Hadian's Hammers Squadron	U	TV
Mud Shark Squadron	U	TV
Storm Lord Squadron	U	BD
Communications Link Down	U	BD
Main Guns Damaged	U	BD
Maneuvering Thrusters Destroyed	U	BD
Snield Failure Imminent!	U	BD
Smashed Windscreen	U	CO
Lieutenant Laurel Buckley	U	Fs
Major Joe Dillon	U	Fl
Lt. Robin Peters	U	HL
Lt. Anthony Yee	U	HL



## LUCK-INTEL INSIDE

Intel Inside	U	Lu
Molt!	U	Lu
Mr. Kat	U	Lu
Skillful Use of Missile Decays	U	Lu
THE LOVE aNIMALS	U	Lu
Well-Placed Hit	U	Lu
Burn Out	U	Mv
Eject!	U	Mv
Fish-Hook	U	Mv
Furball Fever	U	Mv
Heck Outa Dodge	U	Mv
Shake, Rattle and Roll	U	Mv
Shelton Slide	U	Mv
Turn-n-Spin	U	Mv
Assault on Carrier!	U	Mv
Transport	U	Mo
Maj. James Taggart	U	PI
Silver Star	U	PA
Capture Transport	U	SO
Defend Listening Post	U	SO
Fighter Recon	U	SO
Spaceborne Warning & Control Mission	U	SO
Lt. Winston Chang	U	Va
Lt. Mitchell Lopez	U	Vg
Seaking Squadron	R	AE
Speed Demon Squadron	R	AE
Gallahad Squadron	R	Ex
Gawain Squadron	R	Ex
Lancelot Squadron	R	Ex
Merlin Squadron	R	HE
Alphonzo's Raiders Squadron	R	HE
Black Lion Squadron	R	HE
Valkyrie Squadron	R	HE
Zombie Wolf Squadron	R	HE
Black Widow Squadron	R	LE
Fire Dagger Squadron	R	LE
Death Merchant Squadron	R	TE
Tsunami Squadron	R	TE
Col. Jeanette Devereaux	R	Ag
Accidentally Shoot Wingman	R	BD
Fuel Rupture	R	BD
Hit by Own Heat-Seeker	R	BD
Stabilizer Destroyed	R	BD
Tail Shot Off	R	BD
Adm. Geoff Talwyn	R	Cr
Captain Will am Eisen	R	Cr
Chief Tech Rachel Corolis	R	Cr
Col. Raigha nar Hhallas	R	Cr
Magnum Launch	R	Ho
Media Blitz	R	Lu
Shift in Battle	R	Lu
Show Trial	R	Lu
Summons from Kilrah	R	Lu
Too Much Vak'qu	R	Lu
Traitor!	R	Lu
Zu'kara	R	Lu
Maniac Solution	R	Mv
Rock & Roll	R	Mv
Rom!	R	Mv
Major Todd Marshall	R	Mo
Asteroid Field	R	Mo
Minefield	R	Mo
Nebula	R	Mo
Pulsar Snails Communications	R	Mo
TCS Agincourt	R	Mo
TCS Coventry	R	Mo
TCS Sheffield	R	Mo
Gold Star	R	PA
Pewter Planet	R	PA
Capture Fighter	R	SO
Reaper Cannon	R	WS
Stealth Technology	R	WS
Tachyon Gun	R	WS
Col. Christopher Blau	R	WS
TCS Victory	N	WC

Alpha	N	NP
Beta	N	NP
Gamma	N	NP
Delta	N	NP
Epsilon	N	NP
Zeta	N	NP
Eta	N	NP
Theta	N	NP
Iota	N	NP
Kappa	N	NP

## KILRATHI

Crimson Birba Squadron	C	Dr
Fangs of Death Squadron	C	Dr
Kilo's Demons Squadron	C	Dr
Monkey Hunter Squadron	C	Dr
Sabok Liegemen Squadron	C	Dr
Steel Death Squadron	C	Dr
Blooded Claw Squadron	C	DI
Blood Rain Squadron	C	DI
Deathstroke's Pride Squadron	C	DI
Furfighter Squadron	C	DI
Honor Bearer Squadron	C	DI
Loser Fangs Squadron	C	DI
Mandibles of Doom Squadron	C	DI
Night Prowler Squadron	C	DI
Smiling Pride Squadron	C	DI
Death from Beyond Squadron	C	Pk
Heartbreaker Squadron	C	Pk
Hero of the H'rai Squadron	C	Pk
Unchained Thunder Squadron	C	Pk
Blazing Death Squadron	C	Vt
Darkride Squadron	C	Vt
Ghostwalker Squadron	C	Vt
Winterblast Squadron	C	Vt
Braxne "Mink" nar Caxki	C	Lu
Capture Pilot	C	Lu
Recover Pilot	C	Mv
Attack My Target	C	Mv
Break and Attack	C	Mv
Break-off	C	Mv
Hard Break	C	Mv
Kickstop	C	Mv
Lie in Wait	C	Mv
Roll	C	Mv
Shake	C	Mv
Tail	C	Mv
Taunt	C	Mv
Tight Loop	C	Mv
Warrior Code	C	WS
Claw Image Recognition Missile	C	WS
Fang Friend-or-Foe Missile	C	WS
Improved Comms	C	WS
Improved Shields	C	WS
Improved Tac Computers	C	WS
Torpedo	C	WS
Torpedo Mount	C	WS
Fireclaw's Avenger Squadron	C	Dr
Lightning Snake Squadron	C	Dr
Vengeful Pursuit Squadron	C	Dr
Khantahr's Snarl Squadron	C	DI
Leatherhide Squadron	C	DI
Rage of Sivar Squadron	C	DI
Space Terror Squadron	C	DI
Star Pouncer Squadron	C	DI
Battle Brothers Squadron	C	Pk
Blazing Drift Squadron	C	Pk
Bloodmist's Loyal Squadron	C	Pk
Lair Master Squadron	C	Pk
Storm Bringer Squadron	C	Pk
Fearful Symmetry Squadron	C	Vt
Fire-Eater Squadron	C	Vt
Forever Loyal Squadron	C	Vt
Lustertur Squadron	C	Vt
Savage Fury Squadron	C	Vt
Thundering Anger Squadron	C	Vt
Canth nar Kur'u'tak	C	As
Accidentally Shot Wingman	C	BD
Communications Link Down	C	BD
Main Guns Damaged	C	BD
Maneuvering Thrusters Destroyed	C	BD
Shield Failure Imminent!	C	BD
Smashed Windscreen	C	BD
Stabilizer Destroyed	C	BD
Tail Shot Off	C	BD
Alpha	C	NP
Beta	C	NP
Gamma	C	NP
Delta	C	NP
Epsilon	C	NP
Zeta	C	NP
Eta	C	NP
Theta	C	NP
Iota	C	NP
Kappa	C	NP

Transport	U	Mv
Kuklext Ragitagha	U	Mi



## ROGUE-VRUSKT NAR SIHKAG

Vruskt nar Sihkag	U	Ro
Capture Transport	U	SO
Defend Listening Post	U	SO
Fighter Recon	U	SO
Spaceborne Warning & Control Mission	U	SO
Khitz nar Ki'ra	U	Sz
Kukubno nar Hhallas	U	WH
Blood Most Noble Squadron	R	BF
Favored by Sivar Squadron	R	DD
Atomic Claw Squadron	R	DD
Death Reaper Squadron	R	DD
Kabaka Warrior Squadron	R	DD
Righteous Vengeance Squadron	R	DP
Throat Ripper Squadron	R	DP
Deathfang's Warmates Squadron	R	DV
Sivar's Honored H'rai Squadron	R	DV
Unrepentant Rage Squadron	R	SI
Dark Inquisitor Squadron	R	Sx
Enslaver of Races Squadron	R	Sx
Hidden Dagger Squadron	R	SL
Silent Doom Squadron	R	SL
Unrelenting War Squadron	R	SL
Fuel Rupture	R	BD
Hit by Own Heat-Seeker	R	BD
Bhuk nar Hhallas	R	BM
Baron Melek	R	Cr
Xilek's "Nikodaemus" Ki'ra	R	Cr
Kramm nar Caxki	R	DF
Court Martial	R	Lu
Power of the Emperor	R	Lu
Shift in Battle	R	Lu
The Emperor Speaks!	R	Lu
TNS Publicity Tour	R	Lu
Too Much Fire Liquor	R	Lu
Traitor!	R	Lu
Change Hunting Ground	R	Mv
Changing Prey	R	Mv
Eject!	R	Mv
Gang Ape	R	Mv
The Glorious Hunt	R	Mv
Ram!	R	Mo
Asteroid Field	R	Mo
Cruiser Shal'kuz Mang	R	Mo
Destroyer Bard'gav	R	Mo
Destroyer Trak'hmar	R	Mo
Dreadnaught Vengeance of Vukar Tog	R	Mo
Nebula	R	Mo
Pulsar Snails Communications	R	Mo
Icon of Glory	R	PA
Icon of Sivar	R	PA
Her to the Kilrath Throne	R	PT
Capture Fighter	R	SO
Maniac Solution	R	ST
Reaper Cannon	R	WS
Skaper Alasda	R	WS
Stealth Technology	R	WS
Sivar's Glory	R	CA
Alpha	N	NP
Beta	N	NP
Gamma	N	NP
Delta	N	NP
Epsilon	N	NP
Zeta	N	NP
Eta	N	NP
Theta	N	NP
Iota	N	NP
Kappa	N	NP



## What you need to know about the *InQuest* MAGIC Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month you'll find the most extensive card descriptions for *Magic: The Gathering* available, along with one other collectible card game in the Players Guide Spotlight.

## POWER RATINGS

..... **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

## RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon, or rare.

Guess what? We've got a real simple abbreviation system for those words—check it out below.

**C Common**

Everybody's got these. They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

**U**      **Uncommon**

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

**R**     **Rare**

Whoa mamma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

♦♦♦ **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

♦♦♦ **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

• **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

## SAMPLE LISTING

Card Name	ART	U	Sev	6	DK	Effect
Back of Rose	ART	U	Sev	6	DK	Disrupting Scepter
2. Sacrifice 2 life to draw 1 card.						3. T. Opponent must discard during turn of controller.
Bottle of Suleiman	ART	R	4	AM,R		Dragon Engine
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						2: T. Randomly discard a target creature.
Bronze Tablet	ART	R	4	AC,4TH		Dragon Engine
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						2: +1/+4 until end of turn
Candlebar of Townes	ART	R	4	AC		Ebony Horse
X: Untap X separate lands.						2: Untap one of your att. attacked, except that del. another creature.
Celestial Prism	ART	U	4	AWA		Even Lyrz
2, T: Provides 1 mana of any color (play as an interrupt).						1, T: Sacrifice Even Lyrz if it is full.
Choice Orb	ART	R	4	AWA		Faldon's Cane
1: Flip card from height of one foot. If it rotates 360 degrees, any						0: Rashuffle your grave from game when it is nec.

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Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take 5 damage. How do we know all that? Because our Lord Cthulhu told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Cthulhu had next to nothing to do with it.



## SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Kind. *Summon Faerie* means the Brownie is a creature of “the genus *Faerie*.”
- C** — Description. The description of exactly what the card can do.
- D** — Flavor Text. A funny or informative quote, usually historical in nature.
- E** — Artist.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie’s case, the column symbol means he’s from the *Legends* set.
- H** — Power/Toughness. Only present for creatures.

The following is a list of artist abbreviations.

Alexander, Rob  
Asplund-Faith, Randy  
Baroh, Julie  
Beard, Edward Jr.  
Benson, Melissa  
Bishop, Kristen  
Brackschmidt, Kev  
Brudi, Cornelius  
Buck, Catherine  
Danforth, Liz  
Detwiler, Denise  
Emond, Rick  
Ernest, James  
Everingham, Sandra  
Faglia, Kaja  
Faglia, Phil  
Frazier, Dan  
Gallegos, Randy  
Gelon, Daniel  
Hampton, Justin  
Hoover, Quinton  
Hudson, Heather  
Jones, Fay  
Kaman, Kerstin  
Kane-Ferguson, Richard  
Kimble, Mike  
Kirschner, Scott  
Leonard, Nicola  
Maddocks, Anson  
Masness, Phillip  
McNeill, Harold  
Menges, Jeff A.  
Meyer, Ken Jr.  
Morrissey, Pat  
Myrfors, Jesper  
Organ-Kean, Margaret  
Poole, Mark  
Raabe, Mike  
Rush, Christopher  
Rusu, Andi  
Shuler, Douglas  
Snoddy, Brian  
Spencer, Ron  
Tedin, Mark  
Thomas, Nè Nè  
Thomas, Richard  
Thompson, Ruth  
Tucker, Drew  
Van Camp, Susan  
Venters, Pete  
Wackwitz, Bryon  
Wänersstrand, Tom  
Waters, Anthony  
Weber, Amy  
Whelan, Michael  
Williams, L.A.  
Willich, Dameon

RAI  
RAF  
JBa  
EBe  
MBe  
KBi  
KBr  
CBR  
CBu  
LDA  
DDe  
REd  
JEr  
SEv  
KFO  
PFO  
DFr  
RGA  
DGe  
JHa  
QHo  
HHu  
FJo  
KKa  
RKF  
MKI  
SKi  
NLe  
AMa  
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JMe  
KMe  
PMo  
JMy  
MOK  
MPo  
MRa  
CRu  
ARu  
DSH  
BSn  
RSp  
MTe  
NTh  
RTh  
RTp  
DTu  
SVC  
PVe  
BWa  
TWa  
AWa  
AWe  
MWe  
LWi  
DWi

## CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SOR	Sorcery

## SET ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

# PLAYERS GUIDE

## SPOTLIGHT:

# DOOM TROOPER

## ARTISTS

DKo: Danne Kochanski  
JJo: Jans Jonsson  
LEd: Les Edwards  
NGu: Nils Gulliksson  
PAJ: Peter Andrew Jones  
Pbe: Peter Berting  
Pbo: Paul Bonner  
SKo: Studio Korkeken  
SPa: Studio Parente  
TBa: Tony Bagge

This month we bring you a game out from the dark depths of the Mutant Chronicles—*Doom Trooper*. In this dystopic world of mysticism and mayhem, you play a member of the Veil, a powerful cartel dedicated to preserving a balance of power throughout the Solar System. You, in truth, are struggling for ultimate power and control of humanity's destiny. You will use Warriors, high powered Equipment and the Brotherhood's Magical Arts, as well as the Dark Legions minions and Gifts (though gradually, or perhaps not so gradually) to gain prestige and sway over your opponents and rule supreme!

## DOOMTROOPER CARD DESCRIPTION

**A. Card Name:** Front and center, can't miss it.

**B. Subtitle:** Where applicable. Generally tells you when or how a card can be played, but it also lists if the card is a personality or from which aspects a gift or symmetry comes.

**C. Card Description:** This is where your cool, cheesy, or cruel abilities are listed.

**D. Card Type:** Missions, Equipment, Warriors, Arts—this symbol tells all. Warriors differ from other cards.

**E. Affiliation:** So you know whether it's linked to one of the five Megacorporations, the Brotherhood, or the dreaded Dark Legion. Have little affect on any cards except the warrior cards.

**F. Fight:** These next four apply to warriors only. Fight indicates how good a close fighter your warrior is. Twelve makes him a titan—and some warriors don't have any close combat at all.

**G. Shoot:** Bang, bang. This is your warrior's firearm fighting ability. If he's sporting a Twelve Shoot, join the Dark Legion. . .

**H. Armor:** The defensive ability of the warrior. The higher his armor, the more likely he, and you will survive.

**I. Value:** This is how many destiny points you have to spend in order to get this warrior into play.

**J. Artist:** The name of the artist. Nuff said.





# TIPQUEST

## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description						

ARTIFACT						
Adarkar Sentinel	AC	U	•••	MBe	5	IA
1: +0/+1 until end of turn. 3/3.						
Aegis of the Meek	ART	R	•••	LWi	3	IA
1, T: Give a 1/1 creature +1/+2 until end of turn.						
Aeolipile	ART	R	•••	HfU	1	FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.						
Al-abara's Carpet	ART	R	•••	KFo	5	LG
5, T: Prevent all damage done to you by attacking non-flying creatures.						



**Remove Enchantments and Verduran Enchantress:** You haven't experienced the ultimate in card drawing until you've successfully pulled off the combo of Remove Enchantments and Verduran Enchantress. Wait till you've got a bunch of enchantments out, then Remove them back to your hand. Don't forget to draw a card for each one you put back down. This combo works best with multiple Enchantresses and low-cost, easily recyclable enchantments like Wild Growth.

### REMOVE ENCHANTMENTS

### VERDURAN ENCHANTRESS

Aladdin's Lamp	ART	U	•••	MTe	10	AN,R,4TH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
Aladdin's Ring	ART	U	•••	Dfr	8	AN,R,4TH
B, T: Do 4 damage to any target.						
Alchar's Tomb	ART	R	•••	HMc	4	LG
2, T: Change the color of target permanent you control						
Amulet of Kroog	ART	C	•••	MOK	2	AQ,4TH
2, T: Prevent 1 damage to any target.						
Amulet of Quoz	ART	R	•••	Dfr	6	IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect						
Ankh of Mishra	ART	R	•••	AWe	2	A,B,U,R,4TH
Do 2 damage to any player who puts a new land into play						
Arum's Sleight	ART	U	•••	TWg	1	IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.						
Arum's Weatherane	ART	U	•••	TWg	2	IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type						
Arum's Whistle	ART	U	•••	OHo	3	IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.						
Arena of the Ancients	ART	R	•••	TWg	3	LG, CH
Top all Legends when casting Arena. Legends do not untap normally during untap phase						
Armageddon Clock	ART	U	•••	AWe	6	AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter						
Ashnod's Altar	ART	C	•••	AMa	3	AQ, CH
O: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt)						
Ashnod's Battle Gear	ART	U	•••	MPo	2	AQ, 4TH
2, Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped						

Bar's Cage	ART	R	•••	TWg	4	DK, CH
3: Target creature does not untap as usual in its controller's next untap phase.						
Basalt Monolith	ART	U	•••	JMy	3	A,B,U,R
1: Add 3 to your mana pool. Spend 3 to untap at any time.						
Baton of Morale	ART	U	•••	DSH	2	IA
2: Give target creature banding until end of turn.						
Battering Ram	AC	C	•••	JMe	2	AQ,4TH
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.						
Black Lotus	ART	R	•••••	CRu	0	A,B,U
1: Discard to add 3 mana of any single color to your mana pool.						
Black Mana Battery	ART	R	•••	AMa	4	LG,4TH
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt)						
Black Vise	ART	U	•••••	RTh	1	A,B,U,R,4TH
Do 1 damage for each card over four opponent has in hand during upkeep.						
Blue Mana Battery	ART	R	•••	AWe	4	LG,4TH
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt)						
Bone Flute	ART	U	•••	CRu	2	DK
T: Give all creatures -1/-0 until end of turn.						
Book of Rass	ART	R	•••	SEv	6	DK, CH
2: Sacrifice 2 life to draw 1 card						
Bottle of Suleiman	ART	R	•••	JMy	4	AN,R,4TH
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
Brass Man	AC	U	•••	CRu	1	AN,R,4TH
Pay 1 during upkeep to untap. 1/3						
Bronze Horse	AC	R	•••	MPo	7	LG, CH
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4						
Bronze Tablet	ART	R	•••	TWg	6	AQ,4TH
4: Target an opponent's card in play, remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Candelabra of Tawnos	ART	R	•••••	DSH	1	AQ
X: Untap X separate lands.						
Celestial Prism	ART	U	••••	AWe	3	A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).						
Celestial Sword	ART	R	•••	AWe	6	IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.						
Chaos Orb	ART	R	••••	MTe	2	A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.						
City in a Bottle	ART	R	•••	DTU	2	AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
Clay Statue	AC	C	•••	JMy	4	AQ,4TH
2: Regenerates. 3/1.						
Clockwork Avian	AC	R	•••	RAF	5	AQ,4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.						
Clockwork Beast	AC	R	•••	DTU	6	A,B,U,R,4TH
Put 7 +1/+0 counters on Clockwork Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4						
Coal Golem	AC	U	•••	CRu	5	DK
3: Sacrifice Golem to add RRR to your mana pool. 3/3.						
Colossus of Sardia	AC	R	••••	JMy	9	AQ,4TH
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.						
Conch Horn	ART	R	•••	Pfo	2	FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.						
Conservator	ART	U	•••	AWe	4	A,B,U,R,4TH
3, T: Negate the loss of up to 2 life.						
Copper Tablet	ART	U	•••	AWe	2	A,B,U
All players take 1 damage during their upkeep as long as Copper Tablet is in play.						
Corral Helm	ART	R	•••	AWe	3	AQ,4TH
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Corral Helm cannot be used unless you have cards in hand						
Crown of the Ages	ART	R	••••	Dfr	2	IA
4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.						
Crystal Rod	ART	U	•••	AWe	1	A,B,U,R,4TH
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
Cursed Rack	ART	U	•••	RTh	4	AQ,4TH
Opponent must discard to 4 cards during discard phase.						
Cyclopean Tomb	ART	R	•••	AMa	4	A,B,U
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal						
Dancing Scimitar	AC	R	•••	AMa	4	AN,R,4TH
Flying. 1/5.						
Dark Sphere	ART	U	••••	MTe	0	DK
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.						
Delir's Cone	ART	U	•••	MTe	0	FE
T: Sacrifice Delir's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.						
Delir's Cube	ART	R	••••	MTe	1	FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn, instead put a cube counter on Delir's Cube. Pay 2 and remove a cube counter to regenerate a target creature.						
Despotic Scepter	ART	R	•••	RTh	1	IA
T: Bury target permanent you own.						
Diabolic Machine	AC	U	•••	AMa	7	DK,4TH
3: Regenerates. 4/4.						
Dringus Egg	ART	R	•••	Dfr	4	A,B,U,R,4TH
Whenever anyone loses a land, do 2 damage to that player for each lost land.						
Disrupting Scepter	ART	R	•••	Dfr	3	A,B,U,R,4TH
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.						
Elkin Bottle	ART	R	•••	OHo	3	IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game						
Draconian Cylind	ART	R	•••	EBa	2	FE
2, T: Randomly discard a card from your hand to regenerate target creature						
Dragon Engine	AC	C	•••	AMa	3	AN,R,4TH
2 +1/+0 until end of turn. 1/3						
Ebony Horse	ART	R	•••	DWi	3	AN,R,4TH
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature						
Elven Lyre	ART	R	•••	KFo	2	FE
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Description							Description							Description							
• <b>Feldon's Cone</b> ART C ●●● MTe 1 AQ, CH O: Shuffle your graveyard into your library. Remove Feldon's Cone from game when it is used, returning it to its owner's deck after the game is over.	ART	C	●●●	MTe	1	AQ, CH	<b>Jalum Tome</b> ART R ●●● TWa 3 AQ, CH 2, T: Draw a card from your library and discard a card of your choosing to your graveyard.	ART	R	●●●	TWa	3	AQ, CH	<b>Marble Priest</b> AC U ● ●● MBa 5 LG All walks able to block. Marble Priest must do so. Marble Priest takes no damage in combat from walks. 3/3.	AC	U	●	●●●	MBa	5	LG
<b>Fellwar Stone</b> ART U ●●● QHo 2 DK, 4TH T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).	ART	U	●●●	QHo	2	DK, 4TH	<b>Jandar's Ring</b> ART R ●● Dfr 6 AN, R 2, T: Discard a card you just drew, and draw another to replace it.	ART	R	●●	Dfr	6	AN, R	<b>Meekstone</b> ART R ●●● QHo 1 A, B, U, R, 4TH Any creature with power greater than 2 may not be untapped as normal during the untap phase.	ART	R	●●●	QHo	1	A, B, U, R, 4TH	
<b>Flying Carpet</b> ART R ●●● MTe 4 AN, R, 4TH 2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.	ART	R	●●●	MTe	4	AN, R, 4TH	<b>Jandar's Saddlebags</b> ART R ●●● DWi 2 AN, R, 4TH 3, T: Untap a creature.	ART	R	●●●	DWi	2	AN, R, 4TH	<b>Mightstone</b> ART U ●● PVe 4 AQ All attacking creatures gain +1/+0.	ART	U	●●	PVe	4	AQ	
<b>Forefield</b> ART R ●●● Dfr 3 A, B, U 1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.	ART	R	●●●	Dfr	3	A, B, U	<b>Jayemdae Tome</b> ART R ●●● MTe 4 A, B, U, R, 4TH 4, T: Draw 1 extra card.	ART	R	●●●	MTe	4	A, B, U, R, 4TH	<b>Millstone</b> ART U ●●● Xfo 2 AQ, R, 4TH 2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.	ART	U	●●●	Xfo	2	AQ, R, 4TH	
<b>Forethought Amulet</b> ART R ●●● MBa 5 LG Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.	ART	R	●●●	MBa	5	LG	<b>Jester's Cap</b> ART R ●●● Dfr 4 IA 2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.	ART	R	●●●	Dfr	4	IA	• <b>Mirror Universe</b> ART R ●●● Pfo 6 LG T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.	ART	R	●●●	Pfo	6	LG	
<b>Fountain of Youth</b> ART C ●●● DGe 0 DK, CH 2, T: Gain 1 life.	ART	C	●●●	DGe	0	DK, CH	<b>Jester's Mask</b> ART R ●●● Dfr 5 IA Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.	ART	R	●●●	Dfr	5	IA	<b>Mishra's War Machine</b> AC R ● AWe 7 A, B, U, R, 4TH Bonds. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.	AC	R	●	AWe	7	A, B, U, R, 4TH	
<b>Fyndhorn Bow</b> ART U ●●● RAI 2 IA 3, T: Give target creature first strike until end of turn.	ART	U	●●●	RAI	2	IA	<b>Jeweled Amulet</b> ART U ●●● Dfr 0 IA 1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.	ART	U	●●●	Dfr	0	IA	• <b>Max Emerald</b> ART R ●●● Dfr 0 A, B, U T: Add G to your mana pool.	ART	R	●●●	Dfr	0	A, B, U	
<b>Gauntlet of Might</b> ART R ●●● CrU 4 A, B, U All mountains produce an extra mana. Give all red creatures +1/+1.	ART	R	●●●	CrU	4	A, B, U	• <b>Jeweled Bird</b> ART R ● AWe 1 AN, CH T: Exchange Bird for your ante, then draw a new card.	ART	R	●	AWe	1	AN, CH	• <b>Max Jet</b> ART R ●●● Dfr 0 A, B, U T: Add B to your mana pool.	ART	R	●●●	Dfr	0	A, B, U	
<b>Gauntlets of Chaos</b> ART R ●●● Dfr 5 LG, CH Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.	ART	R	●●●	Dfr	5	LG, CH	<b>Juggernaut</b> AC U ●●● Dfr 4 A, B, U, R Must attack each turn if possible. Can't be blocked by walls. 5/3.	AC	U	●●●	Dfr	4	A, B, U, R	• <b>Max Pearl</b> ART R ●●● Dfr 0 A, B, U T: Add W to your mana pool.	ART	R	●●●	Dfr	0	A, B, U	
<b>Glasses of Urza</b> ART U ●●● DSh 1 A, B, U, R, 4TH T: Look at opponent's hand. No, his cards!	ART	U	●●●	DSh	1	A, B, U, R, 4TH	<b>Knowledge Vault</b> ART R ●●● AWe 4 IG 2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.	ART	R	●●●	AWe	4	IG	• <b>Max Ruby</b> ART R ●●● Dfr 0 A, B, U T: Add R to your mana pool.	ART	R	●●●	Dfr	0	A, B, U	
<b>Goblin Tyre</b> ART R ●●● MKG 3 IA O: Sacrifice Goblin Tyre and flip a coin. If you win, target opponent takes 2 damage. When T, empty the cylinder of the coin.	ART	R	●●●	MKG	3	IA	<b>Kormus Bell</b> ART R ●●● CrU 4 A, B, U, R, 4TH Treat all swamps in play as 1/1 creatures that can be tapped for 8.	ART	R	●●●	CrU	4	A, B, U, R, 4TH	• <b>Max Sapphire</b> ART R ●●● Dfr 0 A, B, U T: Add U to your mana pool.	ART	R	●●●	Dfr	0	A, B, U	
														<b>Moore Talisman</b> ART U ●● MTe 2 3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.	ART	U	●●	MTe	2		



**Mind Bomb and Balance:** Black and white have always been the traditional colors of discard decks, but Mind Bomb brings blue into the picture. When used with a Balance, the Bomb can be especially devastating. Say you've got five cards in your hand, including Mind Bomb and Balance. Just cast Mind Bomb, discard three cards, wait for your opponent to decide if he wants to take some damage, and then cast Balance. For a little bit of seasoning, add a Rock or two.

<p><b>Ice Manipulator</b> ART U ***** AWe 4 A,B,U,IA</p> <p>1, T: Tap any land, creature, or artifact.</p>		<p><b>Kry Shield</b> ART U ***** Rth 2 LG</p> <p>2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.</p>	<p><b>Naked Singularity</b> ART R ***** MTe 5 DK</p> <p>CU: 3 Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.</p>
<p><b>Ice Manipulator</b> ART U ***** DSh 4 A,B,U</p> <p>1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.</p>		<p><b>Lops Lazuli Talisman</b> ART U ***** AWe 2 IA</p> <p>3, Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.</p>	<p><b>Necropolis</b> AC U ***** Nth 5 DK</p> <p>Counts as a wall. O: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. O/1.</p>
<p><b>Illusory Mask</b> ART R ***** AWe 2 A,B,U</p> <p>X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, togs, or takes damage you must flip the creature over.</p>		<p><b>Library of Leng</b> ART U ***** DGe 1 A,B,U,R,4TH</p> <p>Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.</p>	<p><b>Nevinyrral's Disk</b> ART R ***** MTe 4 A,B,U,R,4TH</p> <p>1, Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.</p>
<p><b>Implements of Sacrifice</b> ART R ***** MOK 2 FF</p> <p>1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.</p>		<p><b>Life Chisel</b> ART U ***** AWe 4 LG</p> <p>During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.</p>	<p><b>North Star</b> ART R ***** Kfo 4 LG</p> <p>4, T: You may cast one spell this turn using mana of any color.</p>
<p><b>Infinite Hourglass</b> ART R ***** HMc 4 IA</p> <p>Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.</p>		<p><b>Life Matrix</b> ART R ***** AWe 4 LG</p> <p>4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.</p>	<p><b>Nova Pentacle</b> ART R ***** Rth 4 LG</p> <p>3, T: Redirect all damage done to you by one source to target creature of opponent's choice.</p>
<p><b>Iron Star</b> ART U ***** DFi 1 A,B,U,R,4TH</p> <p>1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.</p>		<p><b>Living Armor</b> ART C ***** AMa 4 DK, CH</p> <p>Sacrifice Living Armor to put a 0/-X counter on a target creature, where X equals the creature's casting cost.</p>	<p><b>Obelisk of Undoing</b> ART R ***** TWb 1 AQ, CH</p> <p>6 Take any of your permanents in play back to your hand, discarding enchantments on such cards.</p>
<p><b>Ivory Cup</b> ART U ***** AMa 1 A,B,U,R,4TH</p> <p>1 Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.</p>		<p><b>Living Wall</b> AC U ***** AMa 4 A,B,U,R</p> <p>Counts as a wall. 1 Regenerates. O/6.</p>	<p><b>Obsidian Golem</b> AC U ***** JMy 6 A,B,U,R,4TH 4/6</p>
<p><b>Jade Monolith</b> ART R ***** AMa 4 A,B,U,R,4TH</p> <p>1 Take 1 life for each card over four you have in hand during upkeep.</p>		<p><b>Malachite Talisman</b> ART U ***** CRu 2 IA</p> <p>3 Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.</p>	<p><b>Onulet</b> AC U ***** AMa 3 AQ,R,4TH</p> <p>If Onulet is placed in graveyard, its controller takes 2 life. 2/2</p>
<p><b>Jade Statue</b> ART U ***** DFi 4 A,B,U</p> <p>1 Take all damage done to any creature on yourself instead.</p>		<p><b>Mana Matrix</b> ART R ***** MTe 6 LG</p> <p>Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.</p>	<p><b>Onyx Talisman</b> ART U ***** Sev 2 IA</p> <p>3 Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.</p>
<p><b>Ornithopter</b> AC U ***** AWe 0 AQ,R,4TH</p> <p>Flying O/2</p>		<p><b>Mana Crypt</b> ART R ***** MTe 0 BOOK</p> <p>1 2 colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.</p>	<p><b>Pentagram of the Ages</b> ART R ***** DSh 4 IA</p> <p>4, T: Prevent all damage done to you from one source.</p>
<p><b>Planar Gate</b> ART R ***** MBe 6 LG</p> <p>Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.</p>		<p><b>Mana Vault</b> ART R ***** MTe 1 A,B,U,R,4TH</p> <p>1 Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.</p>	<p><b>Pili Top</b> ART U ***** AMa 2 IA</p> <p>2, T: Sacrifice to bury target non-flying creature that is attacking you.</p>





players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Primal Clay</b>	AC	U	••	KFo	6	AQ, R, 4TH
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.						
<b>Pyramids</b>	ART	R	•••	AWe	6	AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
<b>Rack, the</b>	ART	U	•••	RTh	1	AQ, R, 4TH
Do 1 damage for each card under three opponent has in hand during upkeep.						
<b>Rakalite</b>	ART	R	••	CRu	6	AQ, CH
2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.						
<b>Red Mana Battery</b>	ART	R	•••	MTe	4	LG, 4TH
2: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).						
<b>Reflecting Mirror</b>	ART	U	••	MPo	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
<b>Relic Barrier</b>	ART	U	••	HMc	2	LG
T: Tap target artifact.						
<b>Ring of Immortals</b>	ART	R	•	MBs	5	LG
3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).						
<b>Ring of Ma'ruf</b>	ART	R	••••	Dfr	5	AN
5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing.						
<b>Ring of Renewal</b>	ART	R	••••	DSh	5	FE
5, T: Randomly discard a card from your hand to draw two cards.						
<b>Rocket Launcher</b>	ART	U	•••	PVb	4	AQ, R
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
<b>Rod of Ruin</b>	ART	U	•••	CRu	4	A, B, U, R, 4TH
3, T: Do 1 damage to any target.						
<b>Runed Arch</b>	ART	R	••••	PFo	3	IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.						
<b>Runesword</b>	ART	C	••	CRu	6	DK, CH
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
<b>Sandals of Abdallah</b>	ART	R	••	Dfr	4	AN
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						
<b>Scarecrow</b>	AC	U	•••	AMa	5	DK
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.						
<b>Sentinel</b>	AC	R	•••	RAF	4	LG, CH
*—1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.						
<b>Serpent Generator</b>	ART	R	••••	MTe	6	LG, CH
4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.						
<b>Shapeshifter</b>	AC	U	••••	Dfr	6	AQ, 4TH
*—any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. *(1/*).						
<b>Shield of the Ages</b>	ART	U	••••	AMa	2	IA
2: Prevent 1 damage to you.						
<b>Skull Catapult</b>	ART	U	•••	BWa	4	IA
1, T: Sacrifice a creature to do 2 damage to any target.						
<b>Skull of Orm</b>	ART	U	•••	TWb	3	DK
5, T: Bring an enchantment card from your graveyard into your hand.						
<b>Snow Fortress</b>	AC	R	••••	JMe	5	IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.						
<b>Soldavi Golem</b>	AC	R	•••	AMa	4	IA
Does not untap during your untap phase. 0: Untap one of opponent's creatures to untap Soldavi Golem. Use this ability only at the end of your upkeep. 5/3.						
<b>Soldavi Simulacrum</b>	AC	U	•••	Dfr	4	IA
CU: 1, 1: +1/+0 until end of turn. 2/4.						
<b>Sol Ring</b>	ART	U	••••	MTe	1	A, B, U, R
T: Add 2 to your mana pool (play as an interrupt).						
<b>Soul Net</b>	ART	U	••	DWi	1	A, B, U, R, 4TH
1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Spirit Shield</b>	2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.	ART	R	•••	SKi	3	FE
<b>Staff of Zegon</b>	3: Make target creature -2/0 until end of turn. Creatures with power less than 1 deal no damage.	ART	C	•	MPo	4	AQ
<b>Standing Stones</b>	1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.	ART	U	••	SEv	3	DK
<b>Stone Calendar</b>	Your spells cost 1 less to cast; casting cost cannot go below 0.	ART	R	••	AWe	5	DK
<b>Su-Chi</b>	When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.	AC	U	••	CRu	4	AQ
<b>Sunglasses of Urza</b>	Your plains may generate either a white or red mana.	ART	R	••••	Dfr	3	A, B, U, R, 4th
<b>Staff of the Ages</b>	2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.	ART	R	••	DGe	3	IA
<b>Sunstone</b>	2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.	ART	U	••	PFo	3	IA
<b>Sword of the Ages</b>	Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.	ART	R	••••	CRu	6	LG
<b>Tablet of Epityr</b>	1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.	ART	C	•	CRu	1	AQ
<b>Tawnos's Coffin</b>	3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.	ART	R	••••	CRu	4	AQ
<b>Tawnos's Wand</b>	2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.	ART	U	••	DSh	4	AQ, 4TH

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Triskelion</b>	Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.	AC	R	••••	DSh	6	AQ, 4TH
<b>Urza's Avenger</b>	0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are not cumulative. 4/4.	AC	R	••••	AWe	6	AQ, 4TH
<b>Urza's Bouble</b>	T: Sacrifice Urza's Bouble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.	ART	U	•	CRu	0	IA
<b>Urza's Chalice</b>	1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.	ART	C	••	JMe	1	AQ
<b>Urza's Miter</b>	3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.	ART	R	••	RAF	3	AQ
<b>Vexing Arcanix</b>	3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.	ART	R	••••	RGo	4	IA
<b>Vibrating Sphere</b>	During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.	ART	R	••	RTh	4	IA
<b>Voodoo Doll</b>	Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.	ART	R	••	SEv	6	LG, CH
<b>Walking Wall</b>	Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.	AC	U	••••	AWa	4	IA
<b>Wall of Shields</b>	Counts as wall. Banding 0/4.	AC	U	••	RGo	3	IA



CANDELABRA OF TAWNOS



POWER SURGE

**Candelabra of Tawnos and Power Surge:** Here's a combo that's a real double-edged sword. Not only does the Candelabra give you something to do with all that untapped mana, it conveniently untaps your opponent's lands. One less damage for me, one more damage for you. One less damage for me...

<b>Tawnos's Weaponry</b>	ART	U	•••	Dfr	2	AQ, 4TH
2T: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.						
<b>Tetravus</b>	AC	R	•••	MTe	6	AQ, 4TH
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or shore enchantments on Tetravus. 1/1.						
<b>Throne of Bone</b>	ART	U	••	AMa	1	A, B, U, R, 4TH
1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.						
<b>Time Bomb</b>	ART	R	•••	AWe	4	IA
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.						
<b>Time Vault</b>	ART	R	••••	MTe	2	A, B, U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.						
<b>Tormod's Crypt</b>	ART	C	••••	CRu	0	DK, CH
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
<b>Tower of Coireall</b>	ART	U	••	Dfr	2	DK
T: Make target creature unblockable by walls until end of turn.						
<b>Triassic Egg</b>	ART	R	•••	Dfr	4	LG, CH
3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						

<b>Wall of Spears</b>	AC	C	••	SEv	3	AQ, 4TH
First strike, counts as a wall. 2/3.						
<b>Wand of Ith</b>	ART	U	••••	QHo	4	DK
3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.						
<b>War Barge</b>	ART	U	••••	TWb	4	DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.						
<b>War Chariot</b>	ART	U	••••	DWi	3	IA
3, T: Give target creature trample until end of turn.						
<b>Weakstone</b>	ART	U	••	JHa	4	AQ
All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.						
<b>Whalebone Glider</b>	ART	U	•••	AWa	2	IA
2, T: Give one of your creatures with power no greater than 3 flying until end of turn.						
<b>White Mana Battery</b>	ART	R	•••	AWa	4	LG, 4TH
2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).						
<b>Winter Orb</b>	ART	R	•••	MTe	2	A, B, U, R, 4TH
Each player may only untap up to 1 land during untap phase.						
<b>Wooden Sphere</b>	ART	U	••	MTe	1	A, B, U, R, 4TH
1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						
<b>Yotian Soldier</b>	AC	C	•••	CRu	3	AQ, 4TH
Yotian Soldier does not tap when attacking. 1/4.						

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Zelyon Sword</b> 3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.	ART	R	***	SKi	3	FE
<b>Zuran Orb</b> O: Sacrifice a land to gain 2 life.	ART	U	****	SEV	0	IA

## BLACK

<b>Abomination</b> Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.	SC	U	***	MTe	BB3	LG, 4TH
<b>Abyss, The</b> Each player must bury a target non-artifact creature he or she controls during upkeep.	EW	R	***	PVb	B3	LG
<b>Abyssal Specter</b> Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice 2/3.	SC	U	***	RTP	BB2	IA
<b>All Hallow's Eve</b> Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.	EN	R	***	CRu	BB2	LG

<b>Burnt Offering</b> Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.	INT	C	**	DGe	B	IA
<b>Carion Ants</b> 1: +1/+1 until end of turn. 0/1.	SC	U	****	RTH	BB2	LG, 4TH
<b>Chains of Mephistopheles</b> Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.	EN	R	*	HHu	B1	LG
<b>Clack of Confusion</b> If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.	EC	C	**	MDK	B1	IA
<b>Contract from Below</b> Discard your hand; draw a new ante card plus seven cards.	SOR	R	****	DSh	B	A, B, U, R
<b>Cosmic Horror</b> First strike. Pay BBB during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.	SC	R	***	JMy	BBB3	LG, 4TH
<b>Cumbersome Witches</b> T: Each player does 1 damage to any target. 1/3.	SC	C	***	KFo	BB	AN, CH
<b>Curse Artifact</b> Controller of target artifact must bury target during upkeep or lose 2 life.	EA	U	*	MTe	BB2	DK

<b>Drain Life</b> Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.	SOR	C	***	DSh	B1X	A, B, U, R, 4TH
<b>Dread Wight</b> At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4.	SC	R	***	DGe	BB3	IA
<b>Drift of the Dead</b> Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.	SC	U	***	BSn	B3	IA
<b>Drudge Skeletons</b> B: Regenerates. 1/1.	SC	C	****	SEv	B1	A, B, U, R, 4TH
<b>Eater of the Dead</b> Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.	SC	U	***	JMy	B4	DK
<b>Ebon Praetor</b> Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.	SC	R	***	RAF	B4	FE
<b>El-Hajjaj</b> Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.	SC	R	***	DWj	BB1	AN, R, 4TH
<b>Erg Raiders</b> Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.	SC	C	***	DWj	B1	AN, R, 4TH
<b>Evil Eye Orbs-By-Gone</b> Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.	SC	U	**	JMy	B4	LG
<b>Evil Presence</b> Target land is now a basic swamp.	EL	U	***	SEv	B	A, B, U, R, 4TH
<b>Fallen, The</b> During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.	SC	U	**	JMy	BBB1	DK, CH
<b>Fallen Angel</b> Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.	SC	U	****	AMa	BB3	LG, CH
<b>Fear</b> Only black or artifact creatures may block target creature.	EC	C	****	MPo	BB	A, B, U, R, 4TH
<b>Fear</b> Only black or artifact creatures may block target creature.	EC	C	****	REm	BB	A, B, U, R, 4TH, IA
<b>Flow of Maggots</b> CU: 1. May not be blocked by non-wall creatures. 2/2.	SC	R	***	RSp	B2	IA
<b>Foul Familiar</b> Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.	SC	C	***	AMa	B2	IA
<b>Frankenstein's Monster</b> Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.	SC	R	**	AMa	BBX	DK
<b>Frozen Shade</b> B: +1/+1 until end of turn. 0/1.	SC	C	***	DSh	B2	A, B, U, R, 4TH
<b>Gangrenous Zombies</b> T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.	SC	C	***	BSn	BB1	IA
<b>Gale to Phyrexia</b> Sacrifice one of your creatures during your upkeep to destroy any one artifact.	EN	U	***	SEv	BB	AQ
<b>Gaze of Pain</b> For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.	SOR	C	***	AMa	B1	IA
<b>Ghosts of the Damned</b> T: Make target creature -1/-0 until end of turn. 0/2.	SC	C	*	EBe	BB1	LG
<b>Giant Slug</b> S: Give Slug landwalk ability of your choice on your next turn. 1/1.	SC	C	***	AMa	B1	LG, CH
<b>Gloom</b> White spells and white enchantment activation costs now require 3 extra mana.	EN	U	****	Dfr	B2	A, B, U, R, 4TH
<b>Glyph of Doom</b> Creatures blocked by target wall are destroyed after combat.	INS	C	*	SVC	B	LG
<b>Gravebind</b> Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.	INS	R	**	DTu	B	IA
<b>Grave Robbers</b> B: T. Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.	SC	R	***	QHe	BB1	DK
<b>Greed</b> B: Draw an extra card and sacrifice 2 life.	EN	R	***	PKS	B3	LG, 4TH
<b>Guardian Beast</b> If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.	SC	R	****	AMa	B3	AN
<b>Hasran Ogress</b> Pay 2 when Hasran Ogress attacks. Lose 2 life. 3/3.	SC	R	***	DSh	BB	AN, CH
<b>Haunting Wind</b> Do 1 damage to every creature that has been enchanted by a player's targeted spell. 2/2.	EN	U	**	JMe	B3	AQ



**Marton Stromgald and Maze of Ith:** Marton Stromgald's special ability is out of this world. The only problem is that he's pretty easy to kill in combat. Want to keep your field leader around a little longer? Put him in the Maze if he's blocked. Your other creatures will still get their bonuses, and Marton will come out unscathed.

## MARTON STROMGALD

## MAZE OF ITH

<b>Animate Dead</b> Bring a creature from any graveyard into play on your side with -1 power.	EC	U	****	AMa	B1	A, B, U, R, 4TH
<b>Armor Thrull</b> T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVb. 1/3.	SC	C	****	MuB	B2	FE
<b>Artifact Possession</b> Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.	EA	C	**	CRu	B2	AQ
<b>Ashen Ghoul</b> Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1.	SC	U	***	RSp	B3	IA
<b>Ashes to Ashes</b> Remove two non-artifact creatures from the game and lose 5 life.	SOR	U	***	DTu	BB1	DK, 4TH
<b>Bad Moon</b> All black creatures in play get +1/+1.	EN	R	****	JMy	B1	A, B, U, R, 4TH
<b>Banshee</b> X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.	SC	U	**	JMy	BB2	DK, CH
<b>Basal Thrull</b> T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, Pfo, RKF, CRv. 1/2.	SC	C	*	MuB	BB	FE
<b>Black Knight</b> Protection from white, first strike. 2/2.	SC	U	****	JMe	BB	A, B, U, R, 4TH
<b>Blight</b> If target land is tapped, destroy it at end of turn.	EL	U	***	PVb	BB	LG, 4TH
<b>Bog Imp</b> Flying. 1/1.	SC	C	**	RSp	B1	DK, 4TH
<b>Bog Rats</b> Cannot be blocked by walls. 1/1.	SC	C	***	RSp	B	DK, CH
<b>Bog Wraith</b> Swampwalk. 3/3.	SC	U	***	JMe	B3	A, B, U, R, 4TH
<b>Breeding Pit</b> Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.	EN	U	****	AMa	B3	FE
<b>Brine Shaman</b> T: Sacrifice a creature to give a creature +2/+2 until end of turn. UUT: Sacrifice a creature to counter a summon spell. 1/1.	SC	C	***	CRv	B1	IA

<b>Cursed Land</b> Do 1 damage to controller of target land during upkeep.	EL	U	***	JMy	BB2	A, B, U, R, 4TH
<b>Cyclopean Mummy</b> Remove Mummy from game if it goes to graveyard. 2/1.	SC	C	**	EBe	B1	LG, 4TH
<b>Dance of the Dead</b> Bring a creature from any graveyard into play on your side topped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.	EC	U	****	RGo	B1	IA
<b>Dark Banishing</b> Bury target creature. Cannot target black creatures.	INS	C	****	DTu	B2	IA
<b>Dark Ritual</b> Add BBB to your mana pool.	INT	C	****	JHo	B	A, B, U, R, 4TH, IA
<b>Dark Ritual</b> Add BBB to your pool of mana.	INT	C	****	SEv	B	A, B, U, R, 4TH
<b>Darkness</b> Creatures attack and block as normal but deal no damage.	INS	C	***	HMc	B	LG
<b>Darkpact</b> Swap your topmost untapped card with either ante card.	SOR	R	****	QHo	BBB	A, B, U, R
<b>Deathgrip</b> BB: Counter a green spell (play as an interrupt).	EN	U	***	AMa	BB	A, B, U, R, 4TH
<b>Deathlace</b> Change the color of one card being played or in play to black.	INT	R	***	SEv	B	A, B, U, R, 4TH
<b>Demonic Attorney</b> Unless opponent concedes game, both players must draw an extra ante card.	SOR	R	**	DGe	B	A, B, U, R
<b>Demonic Consultation</b> Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.	INS	U	**	RAJ	B	IA
<b>Demonic Hordes</b> T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.	SC	R	****	JMy	BBB3	A, B, U, R
<b>Demonic Torment</b> Target creature deals no damage during combat and may not attack.	EC	U	***	AMa	B2	LG
<b>Demonic Tutor</b> Choose one card from your library, then reshuffle your library.	SOR	U	****	DSh	B1	A, B, U, R
<b>Derelor</b> Your black spells cost an additional B. 4/4.	SC	R	**	AMa	B3	FE

•/- Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EA Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
UAC Aura

SC Summon Creature  
NR Nether





## players guide

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Headless Horseman</b> 2/2.	SC	C	••	QHo	B2	LG
<b>Hecatomb</b> Sacrifice four creatures when Hecatomb comes into play. O. Tap a swamp you control to have Hecatomb deal 1 damage to any target.	EN	R	•••••	Nth	BB1	IA
<b>Hell Swarm</b> Make all creatures -1/-0 until end of turn.	INS	C	•	CRu	B	LG
<b>Hell's Caretaker</b> T. Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.	SC	R	•••••	SeV	B3	LG, CH
<b>Hellfire</b> Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	••••	PVe	BBB2	LG
<b>Hoar Shade</b> B +1/+1 until end of turn. 1/2.	SC	C	•••	Rth	B3	IA
<b>Horror of Horrors</b> Sacrifice a swamp to regenerate a black creature.	EN	U	•••	MTe	BB3	LG
<b>Howl from Beyond</b> Target creature gains +X/+0 until end of turn.	INS	C	••••	MpO	BX	A,B,U,R,4th,IA
<b>Hymn to Touroch</b> Target player randomly discards two cards in hand. Artists: Lda, QHo, SKi, SVC.	SOR	C	•••••	MuH	BB	FE
<b>Hyalopterous Lemure</b> O. Go as flying and -1/-0 until end of turn. 4/3.	SC	U	•••	Rth	B4	IA
<b>Hypnotic Specter</b> Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.	SC	U	•••••	DSh	BB1	A,B,U,R,4TH
<b>Icequake</b> Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.	SOR	U	•••	RKF	BB1	IA
<b>Imprison</b> 1. Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	EC	R	••••	CRu	B	LG
<b>Infernal Darkness</b> CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.	EN	R	••	PfO	BB2	IA
<b>Infernal Denizen</b> During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T. Gain control of target creature. 5/7.	SC	R	•••	DTu	B7	IA
<b>Infernal Medusa</b> Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.	SC	U	•••	AMa	BB3	LG
<b>Initiates of the Ebon Hand</b> 1. Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: Lda, Kfo, HHu. 1/1.	SC	C	••••	MuH	B	FE
<b>Inquisition</b> Examine target player's hand. Do 1 damage to for each white card in hand.	SOR	C	•	AMa	B2	DK



CITY IN A BOTTLE



JUZAM DJINN

<b>Jovial Evil</b> Do 2 damage to opponent for each white creature opponent controls.	SOR	R	••	CRu	B2	LG
<b>Junun Effret</b> Flying. Pay BB during upkeep or Junun Effret is destroyed. 3/3.	SC	U	•••	CRu	BB1	AN,4TH
<b>Juzam Djinn</b> Lose 1 life during upkeep. 5/5.	SC	R	•••••	MTe	BB2	AN

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Khabal Ghoul</b> Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.	SC	R	••••	DSh	B2	AN
<b>Kjeldoran Dead</b> You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.	SC	C	••••	MBe	B	IA
<b>Knights of Stronghold</b> Protection from white. BB. +1/+0 until end of turn. B: First strike until end of turn. 2/1.	SC	U	••••	MpO	BB	IA
<b>Krovikan Elementalist</b> 2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.	SC	U	•••	DSh	BB	IA
<b>Krovikan Fetish</b> Target creature gets +1/+1. Draw a card at the beginning of the next turn.	EC	C	••	HHu	B2	IA
<b>Krovikan Vampire</b> If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature. Krovikan Vampire leaves play or your control. 3/3.	SC	U	•••	QHo	BB3	IA
<b>Legions of Lim-Dul</b> Snow-covered swampwalk. 2/3.	SC	C	••	AMa	BB1	IA
<b>Leshrac's Rite</b> Give target creature swampwalk.	EC	U	•••	Rth	B	IA
<b>Leshrac's Sigil</b> BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.	EN	U	••••	DTu	BB	IA
<b>Lesser Werewolf</b> B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using its ability. 2/4.	SC	U	•••	QHo	B3	LG
<b>Lich</b> Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.	EN	R	••	DGa	BBB5	A,B,U
<b>Lim-Dul's Cohort</b> Creatures blocking or blocked by Lim-Dul's Cohort cannot regenerate this turn. 2/3.	SC	C	••	DSh	BB1	IA
<b>Lim-Dul's Hex</b> During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.	EN	U	•••	Lda	B1	IA
<b>Lord of the Pit</b> Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.	SC	R	••••	MTe	BBB4	A,B,U,R,4TH
<b>Lost Soul</b> Swampwalk. 2/1.	SC	C	••	RAF	BB1	LG,4TH
<b>Marsh Gas</b> Make all creatures -2/-0 until end of turn.	INS	C	•	DSh	B	DK,4TH
<b>Mindstab Thrull</b> If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2.	SC	C	••	MuH	BB1	FE
<b>Mind Ravel</b> Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.	SOR	C	•	MTe	B2	IA
<b>Mind Twist</b> Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.	SOR	R	•••••	JBa	BX	A,B,U,R,4TH

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Minion of Leshrac</b> Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.	SC	R	••••	LWi	BBB4	IA
<b>Minion of Tevesh Szat</b> Pay BB during upkeep or take 2 damage. T: Give target creature +3/+2 until end of turn. 4/4.	SC	R	••••	JBa	BBB4	IA
<b>Mold Demon</b> Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.	SC	R	•	JMy	BB5	LG
<b>Mole Worms</b> T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.	SC	U	••••	DGa	B2	IA
<b>Moor Fiend</b> Swampwalk. 3/3.	SC	C	•••	AMa	B3	IA
<b>Murk Dwellers</b> If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.	SC	C	••••	DTu	B3	DK,4TH
<b>Nameless Race</b> Tromple. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.	SC	R	•••	QHo	B3	DK
<b>Necrite</b> If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.	SC	C	••	MuH	BB1	FE
<b>Necropotence</b> Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.	EN	R	•	MTe	BBB	IA
<b>Nether Shadow</b> If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.	SC	R	•••	CRu	BB	A,B,U,R,4TH
<b>Nether Vaid</b> Counter all spells unless their casters pay an extra 3.	EW	R	•••	HHu	B3	LG
<b>Netting Imp</b> T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.	SC	U	•••	QHo	B2	A,B,U,R
<b>Nightmare</b> Flying. Power and toughness equal number of swamps controller has in play. */*.	SC	R	••••	MBe	B5	A,B,U,R,4TH
<b>Norrit</b> T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.	SC	C	••••	Mra	B3	IA
<b>Oath of Lim-Dul</b> For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.	EN	R	•••	DSh	B3	IA
<b>Order of the Ebon Hand</b> Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1.	SC	C	••••	MuH	BB	FE
<b>Oubliette</b> Place target creature out of play.	EN	C	••••	DSh	BB1	AN
<b>Paralyze</b> Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.	EC	C	•••	AMa	B	A,B,U,R,4TH
<b>Pestilence</b> B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.	EN	C	•••••	JMy	B2	A,B,U,R,4TH
<b>Pestilence Rats</b> * equals the number of other Rats in play. */*.	SC	C	••	JMe	B2	IA
<b>Phyrexian Gremlins</b> T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.	SC	C	••••	AWe	B2	AQ
<b>Pit Scorpion</b> If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.	SC	C	••	SKi	B2	LG,4TH
<b>Plague Rats</b> Power and toughness equal number of Plague Rats in play. */*.	SC	C	••	AMa	B2	A,B,U,R,4TH
<b>Pox</b> Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand, then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.	SOR	R	••••	CBi	BBB	IA
<b>Priest of Yawgmoth</b> T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.	SC	C	•	MTe	B1	AQ
<b>Quagmire</b> Creatures with swampwalk may be blocked.	EN	U	••	Dfi	B2	LG
<b>Reg Man</b> BBB. T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	•••	DGa	BB2	DK,4TH
<b>Raise Dead</b> Bring a creature from your graveyard into your hand.	SOR	C	•••	JMe	B	A,B,U,R,4TH
<b>Royal Assassin</b> T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.	SC	R	•••••	TWa	BB1	A,B,U,R,4TH
<b>Sacrifice</b> Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.	INT	U	•	Dfi	B	A,B,U,R

## City in a Bottle and

**Juzam Djinn:** If you've ever played in a Type I tournament, you've probably seen some pretty fierce decks. A lot of those decks rely on speedy creatures like the Juzam and Etronean Djinn. No card is better at shutting these bad boys down than City in a Bottle, which destroys them, and prevents your opponent from playing any more. For two mana, City in a Bottle is one of the premiere sidebar cards.

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Scaife Zombies</b> 2/2.	SC	C	••	JMy	B2	A,B,U,R,4TH	<b>Syphon Soul</b> Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.	SOR	C	•••	MBe	B2	LG	<b>Weakness</b> Target creature loses -2/-1.	EC	C	••••	DSH	BO	A,B,U,R,4TH
<b>Scavenging Ghoul</b> At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.	SC	U	•••	JMe	B3	A,B,U,R,4TH	<b>Taklemoggot</b> Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Taklemoggot. If no new targets exist, Taklemoggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Taklemoggot enchanted.	EC	U	••	DGe	BB2	LG, CH	<b>Withering Wisp</b> B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisp if there are no creatures in play at end of turn.	EN	U	••••	Nth	BB1	IA
<b>Season of the Witch</b> At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.	EN	R	••	JMy	BBB	DK	<b>Terror</b> Bury target creature. Cannot target black or artifact creatures.	INS	C	••••	RSP	B1	A,B,U,R,4TH	<b>Will-O'-The-Wisp</b> Flying. B. Regenerates. 0/1.	SC	R	•••••	JMy	B	A,B,U,R,4TH
<b>Seizures</b> When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.	EC	-C	•••	JBo	B1	IA	<b>Thrull Champion</b> All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.	SC	R	••••	DGe	B4	FE	<b>Word of Binding</b> Tap X creatures.	SOR	C	•••	RSp	BBX	DK,4TH
<b>Sengir Vampire</b> Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.	SC	U	••••	AMa	BB3	A,B,U,R,4TH							<b>Word of Command</b> Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.	INS	R	•	JMy	BB	A,B,U	
														<b>Worms of the Earth</b> EN R • • • • •	EN	R	•	AMa	BBB2	DK



**Mana Vault and Shivan Dragon:** Who says there's no speed in Fourth Edition? With a Mana Vault, you can get a three-mana boost to cast beasts like the Shivan Dragon and Mahamoti Djinn. In a white deck, getting Serra Angels out on the second turn is a breeze. Just pop down the Mana Vault on the first turn, then suck it dry on the second turn.

## MANA VAULT

## SHIVAN DRAGON

<b>Sewars of Estark</b> If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.	INS	R	••	MBe	BB2	BOOK	<b>Thrull Retainer</b> Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.	EC	U	••••	RSp	B	FE
<b>Shimian Night Stalker</b> Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.	SC	U	•••	JMy	BB3	LG, CH	<b>Thrull Wizard</b> B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.	SC	U	••	AMa	B2	FE
<b>Simulacrum</b> Retrospectively divert all damage done to you this turn to one of your creatures.	INS	U	••••	MPa	B1	A,B,U,R,4TH	<b>Touch of Darkness</b> Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.	INS	U	•••	PVe	BO	LG
<b>Sinkhole</b> Destroy a land.	SOR	C	•••	Sev	BB	A,B,U	<b>Touch of Death</b> Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.	SOR	C	••	MBe	B2	IA
<b>Songs of the Damned</b> Add B to your mana pool for every creature in your graveyard.	INT	C	••	PVe	B	IA	<b>Tourach's Chant</b> Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.	EN	U	••	RKF	BB1	FE
<b>Sorceress Queen</b> T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1	SC	R	•••••	KFo	BB1	AN,R,4TH	<b>Tourach's Gate</b> You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. 0: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/+1 until end of turn.	EL	R	••	Sev	BB1	FE
<b>Soul Burn</b> Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.	SOR	C	•••	RAI	B2	IA	<b>Transmutation</b> Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.	INS	C	•••	SVC	B1	LG, CH
<b>Soul Exchange</b> Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.	SOR	U	••••	AWa	BB	FE	<b>Uncle Istvan</b> Creatures cannot damage Uncle Istvan. 1/3	SC	U	•••	DGe	BBB1	DK, 4TH
<b>Soul Kiss</b> B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.	EC	C	••••	Nle	B2	IA	<b>Underworld Dreams</b> Do 1 damage to opponent for each card drawn.	EN	U	•••••	JBo	BBB	LG
<b>Spirit Shackles</b> Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.	EC	U	••	EBa	BB	LG, 4TH	<b>Unholy Strength</b> Target creature gains +2/+1.	EC	C	•••	DSH	B	A,B,U,R,4TH
<b>Spoils of Evil</b> Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.	INT	R	•••	QHo	B2	IA	<b>Vampire Bats</b> Flying. B. Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.	SC	C	••	AMa	B	LG, 4TH
<b>Spoils of War</b> Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.	SOR	R	••••	PVe	BX	IA	<b>Walking Dead</b> B. Regenerates. 1/1.	SC	C	••••	Bfr	B1	LG
<b>Stench of Evil</b> Destroy all plants. Each player takes 1 damage for each plant he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.	SOR	U	••••	MTa	BB2	IA	<b>Wall of Bone</b> B: Regenerates. 1/4.	SC	U	••	AMa	B2	A,B,U,R,4TH
<b>Stone-Throwing Devils</b> First strike. 1/1.	SC	C	••	KMe	B	AN	<b>Wall of Putrid Flesh</b> Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4	SC	U	••	RTh	B2	LG
<b>Stromgold Cabal</b> T: Sacrifice 1 life to counter a white spell. 2/2.	SC	R	•••••	AMa	BB1	IA	<b>Wall of Shadows</b> Damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1	SC	C	•••	PVe	BB	LG, CH

<b>Warp Artifact</b> Do 1 damage to target artifact's controller during upkeep.	EA	R	••••	AWa	BB	A,B,U,R,4TH	<b>Wall of Tombstones</b> -the number of creatures in your graveyard. 0/1+.	SC	U	•	Dfr	B1	LG
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## BLUE

Acid Rain Destroy all forests in play.	SOR	R	•••	Nth	U3	LG
Air Elemental Flying. 4/4	SC	U	••••	Rth	UU3	A,B,U,R,4TH
Amnesia Examine target player's hand. Target discards all non-land cards in hand.	SOR	U	•••	MPa	UUU3	DK
• Ancestral Recall Target player must draw 3 cards.	INS	R	•••••	MPa	U	A,B,U
Animate Artifact Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.	EA	U	•••	DSh	U3	A,B,U,R,4TH
Anti-Magic Aura Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.	EC	C	••••	DSh	U2	LG
Apprentice Wizard U: T: Add 3 to your mana pool (play as an interrupt). 0/1	SC	C	•••	Dfr	UU1	DK,4TH
Arjillo's Ascent CU: U: 1: Target creature gains flying until end of turn.	EN	C	•••	DTu	UU1	IA
Azure Drake Flying. 2/4.	SC	U	•••	Dfr	U3	LG, CH
Backfire For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.	EC	U	••	BSn	U	LG,4TH
Baldovian Conjurer T: Turn a snow-covered land into a 2/2 creature until end of turn 0/2	SC	U	•••	MTe	U1	IA
Baldovian Shaman T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1 1/1	SC	C	••	QHo	U	IA
Binding Grasp Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1	EC	U	••••	Rtp	U3	IA
Blue Elemental Blast Counter a red spell being cast or destroys a red card in play.	INT	C	•••	Rth	U	A,B,U,R,4TH
Boomerang Return target permanent to owner's hand.	INS	C	••••	BSn	UU	LG, CH
• Brainweaver Target player must draw X cards.	SOR	R	••••	MTe	UUU	A,B,U,R
Brainstorm Draw three cards, then put any two cards from your hand on top of your library in any order.	INS	C	••••	CRu	U	IA
Breath of Dreams CU: U: Green creatures require an additional CU: 1	EN	U	•••	Pfo	UU2	IA
Brine Hag If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.	SC	U	•	QHo	UU2	LG
Clairvoyance Look at target player's hand. Draw a card at the beginning of the next turn.	INS	C	•••	KMa	U	IA
Clone Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*	SC	U	••••	JBa	U3	A,B,U,R

•/- Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Snow-Covered Swamp
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	IS Instant	LAN Land	SOR Sorcery





## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Control Magic</b>	EC	U	★★★★	DW	UU2	A,B,U,R,4TH
Control target creature until enchantment is discarded or game ends.						
<b>Copy Artifact</b>	EN	R	★★★★	AW	U1	A,B,U,R
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.						
<b>Counterspell</b>	INT	U	★★★★	MP	UU	A,B,U,R,4TH,IA
Counter target spell as it is being cast.						
<b>Creature Bond</b>	EC	C	★★	AM	U1	A,B,U,R,4TH
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
<b>Dance of Many</b>	EN	R	★★	SE	UU	DK, CH
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
<b>Dandon</b>	SC	C	•	DT	UU	AN, CH
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						



**Meekstone and Dwarven Armorer:** Sometimes it's nice to be a real pal and give your opponent's creatures a boost just for the heck of it. Have your Dwarven Armorer outfit that opposing Hypnotic Specter with some nice weaponry, and then—whoops!—play a Meekstone. Just be careful to protect your Meekstone, or you may find yourself looking at the business end of your Armorer's handiwork.

## MEEKSTONE

## DWARVEN ARMORER

<b>Deep Spawn</b>	SC	U	★★	MT	UUU5	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Top Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6						
<b>Deep Water</b>	EN	C	•	JM	UU	DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
<b>Deflection</b>	INT	R	★★★★	MR	U3	IA
Target spell with one target now targets a legal target of your choice.						
<b>Devouring Deep</b>	SC	C	•	LD	U2	LG
Islandwalk. 1/2.						
<b>Drafter's Restoration</b>	SOR	C	•	AW	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.						
<b>Drain Power</b>	SOR	R	★★★★	DS	UU	A,B,U,R,4TH
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.						
<b>Dream Coat</b>	EC	U	★★	AW	U	LG
Change target creature's color to another color (play as an interrupt).						
<b>Dreams of the Dead</b>	EN	U	★★	HH	U3	IA
U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.						
<b>Drowned</b>	SC	C	•	QH	U1	DK
B: Regenerates 1/1						
<b>Elder Spawn</b>	SC	R	•	JM	UUU4	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6						
<b>Electric Eel</b>	SC	U	•	AM	U	DK
RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel 1/1						
<b>Enchantment Alteration</b>	INS	U	★★★★	BS	U	LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Energy Flux</b>	EN	U	★★	KF	U2	AQ,R,4TH
Each artifact requires 2 during upkeep or it must be destroyed						
<b>Energy Tap</b>	SOR	C	•	DG	U	LG,4TH
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
<b>Enervate</b>	INS	C	•	LW	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
<b>Erosion</b>	EL	C	•	PV	UUU	DK,4TH
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
<b>Errant Minion</b>	EC	C	•	HM	U2	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.						
<b>Essence Flare</b>	EC	C	•	RK	U	IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.						
<b>Feedback</b>	EE	U	•	QH	U2	A,B,U,R,4TH
Do 1 damage to controller of target enchantment during upkeep.						
<b>Field of Dreams</b>	EW	R	★★	KF	U	LG
The top card in every library plays face up.						
<b>Fishliver Oil</b>	EC	C	•	AM	U1	AN, CH
Give target creature islandwalk.						
<b>Flash Counter</b>	INT	C	•	HM	U1	LG
Counter target interrupt or instant spell.						
<b>Flash Flood</b>	INS	C	•	TW	U	LG, CH
Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.						
<b>Flight</b>	EC	C	•	AM	U	A,B,U,R,4TH
Target creature now has flying.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Homarid Shaman</b>	SC	R	★★	AW	UU2	FE
U: Tap target green creature. 2/1.						
<b>Homarid Spawning Bed</b>	EN	U	★★★★	DS	UU	FE
UU1: Sacrifice a blue creature to put X Homarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
<b>Homarid Warrior</b>	SC	C	•	MJ	U4	FE
U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase.						
Artists: RAF, DG, DS. 3/3.						
<b>Hurkyl's Recall</b>	INS	R	★★	NH	U1	AQ,R,4TH
Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.						
<b>Hydroblast</b>	INT	C	•	KF	U	IA
Counter a red spell being cast or destroy a red permanent.						
<b>Iceberg</b>	EN	U	★★	JM	UUU	IA
Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.						
<b>Icy Prison</b>	EN	R	★★	AM	UU	IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.						
<b>Illusory Forces</b>	SC	C	•	JM	U3	IA
Flying. CU. U. 4/4.						
<b>Illusory Presence</b>	SC	R	★★	KF	UU1	IA
CU. U: During your upkeep, Illusory Presence gets the landwalk ability of your choice until next turn. 2/2.						
<b>Illusory Terrain</b>	EN	U	★★	RA	UU	IA
CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.						
<b>Illusory Wall</b>	SC	C	•	MP	U4	IA
Flying, first strike. CU. U. 7/4.						
<b>Illusions of Grandeur</b>	EN	R	★★	QH	U3	IA
CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.						
<b>In the Eye of Chaos</b>	EW	R	•	CR	U2	LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.						
<b>Infuse</b>	INS	C	•	RG	U2	IA
Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
<b>Invisibility</b>	EC	C	•	AM	UU	A,B,U
Target creature may only be blocked by walls.						
<b>Invoke Prejudice</b>	EN	R	•	HM	UUUU	LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
<b>Island Fish Jostle</b>	SC	R	•	JM	UUU4	AN,R,4TH
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8						
<b>Jump</b>	INS	C	•	MP	U	A,B,U,R,4TH
Target creature has flying until end of turn.						
<b>Juxtapose</b>	SOR	R	★★	JH	U3	LG, CH
Caster and target player each choose their highest-costing-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
<b>Krovikan Sarcerer</b>	SC	C	•	PM	U2	IA
T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1						
<b>Land Equilibrium</b>	EN	R	★★	JM	UU2	LG
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.						
<b>Leviathan</b>	SC	R	★★	MT	UUU5	DK,4TH
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.						
<b>Lifetap</b>	EN	U	★★★★	AM	UU	A,B,U,R,4TH
Gain 1 life whenever opponent taps a forest.						
<b>Lord of Atlantis</b>	SC	R	•	MB	UU	A,B,U,R,4TH
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2						
<b>Magical Hack</b>	INT	R	★★★★	JB	U	A,B,U,R,4TH
Change the text of a card being played or in play by switching one basic land type with another.						
<b>Magus of the Unseen</b>	SC	R	★★★★	KF	U1	IA
U1: T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1						
<b>Mahamoti Djinn</b>	SC	R	★★★★	DF	UU4	A,B,U,R,4TH
Flying. 5/6						
<b>Mana Drain</b>	INT	U	★★★★	MT	UU	LG
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.						
<b>Mana Short</b>	INS	R	★★	DW	U2	A,B,U,R,4TH
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.						
<b>Mana Vortex</b>	EN	R	•	DS	UU1	DK
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.						

Name Description	Kind	CR	Rating	Artist	Cost	Sets	Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets	Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets	Found
<b>Merchant Ship</b> Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.	SC	R	••	TW6	U	AN		<b>Power Sink</b> Counter target spell unless its cost is paid. X more mana. Target spell's cost must spend all available mana from lands and mana pool until X is met.	INT	C	••••	RTH	UX	A,B,U,R,4TH,IA		<b>Seasinger</b> T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.	SC	U	••••	AW6	UU1	FE	
<b>Merfolk Assassin</b> T: Destroy target creature that has islandwalk. 1/2.	SC	U	••••	DB6	UU	DK		<b>Prodigal Sorcerer</b> T: Do 1 damage to any target. 1/1.	SC	C	••••	DSH	U2	A,B,U,R,4TH		<b>Segovian Leviathan</b> Islandwalk. 3/3.	SC	U	••••	MB6	U4	LG,4TH	
<b>Merfolk of the Pearl Trident</b> 1/1.	SC	C	••	JMe	U	A,B,U,R,4TH		<b>Psionic Blast</b> Do 4 damage to any target and 2 damage to you.	INS	U	••••	DSH	U2	A,B,U		<b>Serendib Djinn</b> Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.	SC	R	••	AM6	UU2	AN	
<b>Mersene</b> Put 3 net counters on Mersene when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: HHU, MOK, DTG, PVA.	EC	C	••••	Multi	UU2	FE		<b>Psionic Entity</b> T: Do 2 damage to any target and 3 damage to itself. 2/2.	SC	R	••••	JHo	U4	LG,4TH		<b>Serendib Efreet</b> Flying. Does 1 damage to you during upkeep. 3/4.	SC	R	••••	AM6	U2	AN,R	
<b>Mesmeric Trance</b> CU: 1. U: Discard a card from your hand to draw a card.	EN	R	••••	Dfr	UU1	IA		<b>Psychic Allergy</b> Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.	EN	R	••••	MT6	UU3	DK		<b>Shyft</b> During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.	SC	R	••••	RTH	U4	IA	
<b>Mind Bomb</b> Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SOR	U	••	MT6	U	DK,4TH		<b>Psychic Purge</b> Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.	SOR	C	••••	SVC	U	LG		<b>Sibilant Spirit</b> Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.	SC	R	••••	RSp	U5	IA	
<b>Mistfolk</b> U: Counter any spell that targets Mistfolk. 1/2.	SC	C	••••	QHo	UU	IA		<b>Psychic Venom</b> Do 2 damage to target land's controller whenever target land is tapped.	EL	C	••	BSn	U1	A,B,U,R,4TH		<b>Silver Erne</b> Flying, trample. 2/2.	SC	U	••••	MB6	U3	IA	
<b>Musican</b> CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter, or the creature is destroyed. 1/1.	SC	R	••••	DTG	U2	IA		<b>Puppet Master</b> If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.	EC	U	••••	SEv	UUU	LG, CH		<b>Silhouette</b> Prevent all damage done until end of turn to target creature by spells or effects targeting it.	INS	U	•	KFo	U4	LG	
<b>Mystic Might</b> CU: U1. 0: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.	EL	R	•	Nle	U	IA		<b>Ray of Command</b> Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.	INS	C	••••	HMC	U3	IA		<b>Sinbad</b> T: Draw new card, you may only keep it if it's a land. 1/1.	SC	U	•	JBo	U1	AN,4TH	
<b>Mystic Remora</b> CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.	EN	C	••	KMe	U	IA		<b>Ray of Erasure</b> Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.	INS	C	••	MR6	U	IA		<b>Siren's Call</b> All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.	INS	U	••••	AM6	U	A,B,U,R,4TH	
<b>Old Man of the Sea</b> T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.	SC	R	••••	SVC	UU1	AN		<b>Reality Twist</b> CU: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.	EN	R	••	Jer	UUU	IA		<b>Sleight of Mind</b> Change the text of a card being played or in play by switching one color word with another.	INT	U	••••	Nle	U	A,B,U,R,4TH,IA	
<b>Part Water</b> Give X target creatures islandwalk until end of turn.	SOR	U	••••	NTH	UXX	LG		<b>Recall</b> Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.	SOR	U	••••	BSn	UXX	LG, CH		<b>Snow Devil</b> Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.	EC	C	••••	KMe	U1	IA	



BLINKING SPIRIT



PLANAR GATE

**Blinking Spirit and Planar Gate:** As if the Blinking Spirit wasn't good enough, here's a way to maximize its special ability. With a Planar Gate, all your summoning spells are up to two colorless mana cheaper. That means you can pop the Spirit back to your hand when he's in trouble, then put him back out for a measly two white mana! Multiple Spirits will give you a recyclable armada at half the cost!

<b>Phantasmal Forces</b> Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	••	MP6	U3	A,B,U,R,4TH	
<b>Phantasmal Mount</b> Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.	SC	U	••••	MB6	U1	IA	
<b>Phantasmal Tetraxian</b> Target land switches to any basic land type chosen by caster.	EL	C	••••	DW6	UU	A,B,U,R,4TH	
<b>Phantom Monster</b> Flying. 3/3.	SC	U	••••	JMy	U3	A,B,U,R,4TH	
<b>Pirate Ship</b> T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.	SC	R	••••	TW6	U4	A,B,U,R,4TH	
<b>Polar Kraken</b> Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.	SC	R	••••	MT6	UUU8	IA	
<b>Portent</b> You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.	SOR	C	••••	LBo	U	IA	
<b>Power Artifact</b> Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.	EA	U	••	DSH	UU	AQ	
<b>Power Leak</b> Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.	EE	C	••	DTG	U1	A,B,U,R,4TH	

<b>Reconstruction</b> Bring an artifact from your graveyard into your hand.	SOR	C	••••	AM6	U	AQ,R	
<b>Relic Bind</b> When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.	EA	R	••	CRU	U2	LG,4TH	
<b>Remove Soul</b> Counter target summon spell.	INT	C	••••	BSn	U1	LG, CH	
<b>Reset</b> Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.	INT	U	••	Nle	UU	LG	
<b>Reverberation</b> Redirect damage from a sorcery to its caster.	INS	R	••••	JHo	U2	LG	
<b>Riptide</b> Tap all blue creatures.	INS	C	••	RAF	U	DK	
<b>River Merfolk</b> U: Give River Merfolk mountainwalk until end of turn. 2/1.	SC	R	••••	DSH	UU	FE	
<b>Sage of Lat-Nam</b> T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard. 1/1.	SC	C	••	PVA	U1	AQ	
<b>Sea King's Blessing</b> Change the color of any number of target creatures to blue until end of turn.	INS	U	••	RAF	U	LG	
<b>Sea Serpent</b> Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.	SC	C	••	JMe	U5	A,B,U,R,4TH	
<b>Sea Spirit</b> U: +1/+0 until end of turn. 2/3.	SC	U	••••	RAI	U4	IA	

<b>Soldevi Machinist</b> T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.	SC	U	••	JMe	U1	IA	
<b>Soul Barrier</b> Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.	EN	U	•	HMC	U2	IA	
<b>Spectral Cloak</b> Target creature may not be targeted by spells or fast effects unless it is tapped.	EC	U	••••	RAI	UU	LG	
<b>Spell Blast</b> Counter target spell, X is casting cost of target spell.	INT	C	••••	BSn	UX	A,B,U,R,4TH	
<b>Stasis</b> Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.	EN	R	••••	FJo	U1	A,B,U,R,4TH	
<b>Steal Artifact</b> Take control of target artifact.	EA	U	••••	AW6	UU2	A,B,U,R,4TH	
<b>Sunken City</b> All blue creatures gain +1/+1. Pay U during your upkeep or destroy Sunken City.	EN	C	••••	JMy	UU	DK,4TH	
<b>Sylvanite Priest</b> U: T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.	SC	U	••••	RSp	U1	FE	
<b>Tangle Kelp</b> Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.	EC	U	••	RAI	U	DK	
<b>Telekinesis</b> Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.	INS	R	••••	DSh	UUU	LG, CH	
<b>Teleport</b> Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.	INT	R	••••	MP6	U	A,B,U,R,4TH	
<b>Thoughtplace</b> Change the color of a card being played or already in play to blue.	INT	R	••••	RAF	U	IA	
<b>Thunder Wall</b> Flying. U: +1/+1 until end of turn. 0/2.	SC	U	••••	RTH	UU1	IA	
<b>Tidal Flots</b> U: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flots from imparting first strike to that creature's blocker. Artists: RAI (two versions), SEv.	EN	C	••	Multi	U	FE	
<b>Tidal Influence</b> Put 1 hide counter on Tidal Influence when casting it and during upkeep. When there is 1 hide counter on Tidal Influence, all blue creatures get -2/-0. When there are 3 hide counters, all blue creatures get -2/+0. Remove all hide counters when there are 4 on Tidal Influence.	EN	U	••	TW6	U2	FE	

•/• Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery





# players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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Description

Time Elemental SC R \*\*\* AWe U2 LG,4TH

Pay U2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.

• Time Walk SOR R \*\*\*\*\* AWe U1 A,B,U  
Take an extra turn immediately after the end of the one in which you cast Time Walk.

• Timetwister SOR R \*\*\*\*\* MTe U2 A,B,U  
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.

Transmute Artifact SOR U \*\*\* AMa UU AQ  
Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.

Twiddle INS C \*\*\*\*\* RAI U A,B,U,4TH  
Top or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.

Undertow EN U \*\* RAF U2 LG

Creatures with islandwalk may be blocked.

Unstable Mutation EC C \*\*\* DSh U AN,R,4TH  
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.

Unsummon INS C \*\*\* DSh U A,B,U,R,4TH  
Return target creature to the hand of its owner. Discard enchantments on creature.

Updraft INS U \*\*\* LWI U1 IA  
Give target creature flying until end of turn. Draw a card at the beginning of the next turn.

Venarian Gold EC C \*\*\* DGa UUX LG  
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.

Vesuvan Doppelganger SC R \*\*\*\*\* QHo UU3 A,B,U,R  
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. \*/.

Vodalian Knights SC R \*\*\*\*\* SVC UU1 FE  
First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can not attack if your opponent controls no islands 2/2.

Vodalian Mage SC C \*\*\* MId U2 FE  
U, T: Counter a target spell unless caster pays an additional 1 QHo, SVC, MPo 1/1.

Vodalian Soldiers SC C \* Mult U1 FE  
Artists: MBe, RKF, JMe, SVC. 1/2.

Vodalian War Machine SC R \*\*\* AWe UU1 FE  
Top Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.

Volcanic Eruption SOR R \*\*\* DSh UUX ABUR,4TH  
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.

Wall of Air SC U \*\*\* RTh UU1 A,B,U,R,4TH

Flying. 1/5.

Wall of Water SC U \*\* RTh UU1 A,B,U,R,4TH

U: +1/+0. 0/5.

Wall of Vapor SC C \*\*\* RTh U3 LG, CH

Cannot be damaged by creatures it blocks. 0/1.

Wall of Wonder SC U \*\* RTh UU2 LG, CH

UU2. Give Wall of Wonder +4/+4 and enable it to attack. 1/5.

Water Elemental SC U \*\* JMe UU3 A,B,U,R,4TH

5/4.

Water Wurm SC C \*\* RSp U DK

Water Wurm gains +0/+1 if opponent controls an island. 1/1.

Wind Spirit SC U \*\*\*\*\* KFo U4 IA

Flying. Wind Spirit cannot be blocked by less than two creatures 3/2.

Winter's Chill INS R \*\*\* EBe UX IA

Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.

Word of Undoing INS C \*\*\*\*\* CRu U IA

Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.

Wrath of Marit Lage EN R \*\*\*\*\* MRA UU3 IA

Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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Description

Zephyr Falcon SC C \*\* HHu U1 LG,4TH

Flying. Does not tap to attack. 1/1.

Zur's Weirding EN R \*\*\*\*\* Lda U3 IA  
All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.

Zuran Enchanter SC C \*\*\* DSh U1 IA  
B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.

Zuran Spellcaster SC C \*\*\*\*\* EBe U2 IA  
T: Do 1 damage to any target. 1/1.

## MULTICOLORED

• Adun Oakenshield SC R \*\*\*\*\* JMe BGR LG

GRB, T: Take a creature from your graveyard into your hand. 1/2.

Altar of Bone SOR R \*\*\*\*\* MBe GW IA

Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.



**Mishra's Factory:** There's so much you can do with this guy. Here's one nice trick when you're a little short on defenders. Let's say your opponent attacks with a creature with a power of two, and all you've got is a Mishra's Factory. No problem. Make it a creature, declare it a blocker, and then top it to give itself a +1/+1 bonus. It won't do any damage, but it'll still be around next turn.

• Angus Mackenzie SC R \*\*\*\*\* BWa UG LG

UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.

• Arcades Sabbath SC R \*\*\*\*\* EBe UUGWW2 LG, CH  
Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath. 7/7.

• Axelrod Gunnarson SC R \*\*\* SKG BRR4 LG, CH  
Tromple. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.

• Ayesha Tanaka SC R \*\*\* BWa UUUW LG, CH  
T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.

• Barktooth Warbeard SC U \*\* ARu BRR4 LG  
6/5.

• Bartel Runeaxe SC R \*\*\*\*\* ARu BGR3 LG  
Cannot be target of enchant creature spells. Does not tap to attack. 6/5.

• Boris Devilboon SC R \*\*\* JMy BR3 LG  
BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.

Centaur Archer SC U \*\*\* MBe GR1 IA  
T: Deal 1 damage to target flying creature. 3/2.

Chromatic Armor EC R \*\*\*\*\* MPo UW1 IA  
Put a slight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a slight counter on Chromatic Armor and change the color that it protects against. X equals the number of slight counters on Chromatic Armor.

• Chromium SC R \*\*\* EBe BBUUWW2 LG, CH  
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 1/7.

• Dakkon Blackblade SC R \*\*\*\*\* RKF BBUW2 LG, CH  
\* equals the number of lands you control \*/.

Dark Target of the Wood EN C \*\*\* CRu BG DK  
Sacrifice a forest to gain 3 life.

Diabolic Vision SOR U \*\*\*\*\* AWe BU IA  
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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Description

Earthlink EN R \*\* RKF BGR3 IA

Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.

Elemental Augury EN R \*\*\*\*\* AWa BUR IA  
3: Look at the top three cards of any player's library and put them back in any order.

Essence Vortex INS U \*\*\* MOK BU1 IA  
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.

Fiery Justice SOR R \*\*\*\*\* MBe GRW IA  
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.

Fire Covenant INS U \*\*\* DFr BR1 IA  
Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.

Flooded Woodlands EN R \*\*\* KFo BU2 IA  
No green creature can attack unless its controller sacrifices a land when that creature attacks.

Fumarole SOR U \*\*\*\*\* DTu BR3 IA  
Sacrifice 3 life to destroy a land and a creature.

• Gabriel Angelfire SC R \*\*\* DGa GWW3 LG, CH  
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.

Ghastly Flame EN R \*\*\*\*\* RGo BR IA  
Black and red permanents and spells are considered colorless sources of damage.

Giant Trap Door Spider SC U \*\*\* HHu GR1 IA  
GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.

Glaciers EN R \*\*\*\*\* MTe UW2 IA

All mountains become plains.

• Gosta Dirk SC R \*\*\* RTh UUUW3 LG  
First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.

• Gwendlyn Di Corel SC R \*\*\*\*\* JBa BBUR LG  
T: Target player randomly discards a card in hand (play only during your turn). 3/5.

• Halldane SC R \*\*\*\*\* MBe BUW1 LG  
Make Halldane 3/3 when cast. During upkeep, Halldane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halldane is 3/3. \*/.

• Hazezon Tamar SC R \*\*\*\*\* RKF GRW4 LG  
On your first upkeep after Hazezon Tamar is put in play, put \* Sand Warrior tokens in play, where \* is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.

• Hunting Gjornersen SC U \*\*\* RTh UUUW3 LG  
Rampage: 1. 5/4.

Hymn of Rebirth SOR U \*\*\*\*\* RKF GW3 IA  
Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.

• Jacques le Vert SC R \*\*\*\*\* ARu GRW1 LG  
Make all your green creatures +0/+2. 3/2.

• Jasmine Boreal SC U \*\* RKF GW3 LG  
4/5.

• Jedit Ojanen SC U \*\*\* MPo UUUW4 LG  
5/5.

• Jernard of the Closed Fist SC U \*\*\* ARu GGR3 LG  
6/5.

• Johan SC R \*\*\*\*\* MTe GRW3 LG, CH  
If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.

• Kasimir the Lone Wolf SC U \* RKF UW4 LG  
5/3.

• Kei Takahashi SC R \*\*\* SKI GW2 LG, CH  
T: Prevent up to 2 damage to target creature. 2/2.

Kjeldoran Frostbeast SC U \*\*\*\*\* MPo GW3 IA  
Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.

• Lady Caleria SC R \*\*\*\*\* BWa GWW3 LG  
T: Do 3 damage to target attacking or blocking creature. 3/6.

• Lady Evangela SC R \*\*\*\*\* MPo BUW LG  
BW, T: Target creature deals no damage this turn during combat. 1/2.

• Lady of the Mountain SC U \*\* RKF GR4 LG  
5/5.

• Lady Orca SC U \*\* Sbv BR5 LG  
7/4.

• Livonya Silone SC R \*\*\* RKF GGR2 LG  
First strike, legendary landwalk. 4/4.

• Lord Magnus SC U \*\*\* MTe GWW3 LG  
First strike. Creatures with plainwalk or forestwalk may be blocked 4/3.

• Marhaunt Eldragon SC U \*\* MPo GRR3 LG, CH  
Rampage: 1. 4/6.

Marsh Goblins SC C \*\* QHo BR DK  
Swampwalk. 1/1.

• Merieke Rj Baril SC R \*\*\* HHu BUW IA  
Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Rj Baril leaves play, leaves your control, or becomes untapped, that creature is bured. 1/1.

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Monsoon</b> If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.	EN	R	****	Nth	GR2	IA	<b>Storm Spirit</b> Flying. T: Do 2 damage to target creature. 3/3.	SC	R	****	PVe	UGW3	IA	<b>Camouflage</b> Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.	INS	U	***	JMy	G	A,B,U
<b>Mountain Titan</b> RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.	SC	R	****	MBe	BR2	IA	<b>Stormbind</b> 2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nih & PMa	EN	R	***	Mulh	GR1	IA	<b>Carnivorous Plant</b> Counts as a wall. 4/5.	SC	C	***	QHo	G3	DK,4TH
<b>Nebuchadnezzar</b> Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3	SC	R	****	RKF	BU3	LG, CH	<b>Sunation Falconer</b> T: Add 2 to your mana pool. 4/4	SC	U	***	CRu	GR3	LG	<b>Cat Warriors</b> Forestwalk. 2/2.	SC	C	****	MBe	GG1	LG, CH
<b>Nicol Bolos</b> Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolos. 7/7.	SC	R	***	EBe	BBUURR2	LG, CH	<b>Tetsuo Umezawa</b> BUR, T: Destroy target tapped or blocking creature. Tetsuo may not be targeted by an enchant creature spell. 3/3.	SC	R	****	JBa	BUR	LG	<b>Chub Toad</b> Gains +2/+2 until end of turn when blocked or blocking. 1/1.	SC	C	***	DGe	G2	IA
<b>Palladin-Mors</b> Flying, trample. Pay WGR during upkeep or bury Palladin-Mors. 7/7.	SC	R	***	EBe	GGRRWW2	LG, CH	<b>Tobias Andrian</b> Flying. 4/4.	SC	U	**	ARu	UW3	LG, CH	<b>Channel</b> Add 1 colorless mana to your pool for each life point you sacrifice.	SOR	U	**	RTh	GG	A,B,U,R,4TH
<b>Pavel Maliki</b> BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.	SC	U	**	ARu	BR4	LG	<b>Torsten Von Ursus</b> T: Do 2 damage to attacking or blocking creature. 3/3	SC	U	**	MPo	GGW3	LG	<b>Citadel Druid</b> Add a +1/+1 counter whenever opponent casts an artifact. 1/1.	SC	U	***	JMe	G1	AQ
<b>Princess Lucrezia</b> T: Add U to your mana pool (play as an interrupt). 5/4.	SC	U	*	SEv	BUU3	LG	<b>Tuknir Deathlock</b> Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.	SC	R	****	Lda	GGRR	LG	<b>Cockatrice</b> Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.	SC	R	****	Dfr	GG3	A,B,U,R,4TH
<b>Ragnar</b> UGW, T: Regenerate target creature. 2/2.	SC	R	***	MBe	BGW	LG	<b>Ur-Draco</b> First strike. Creatures with swampwalk may be blocked. 4/4.	SC	R	***	CRu	BBU3	LG	<b>Cocoon</b> Put 3 counters on and top target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.	EC	U	***	MTe	G	LG, CH
<b>Ramirez DePietro</b> First strike. 4/3.	SC	U	***	Pfo	BBU3	LG	<b>Vaevalis Asmadi</b> Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevalis Asmadi. 7/7.	SC	R	***	ARu	BBRRGG2	LG, CH	<b>Concordant Crossroads</b> Creatures may attack or tap during the turn they are brought into play.	EW	R	***	AWe	G	LG, CH
<b>Ramses Overdark</b> T: Destroy a target creature with an enchantment on it. 4/3	SC	R	***	RKF	BBU2	LG	<b>Wings of Aesthir</b> Give target creature flying, first strike, and +1/+0.	EC	U	****	EBe	UW	IA	<b>Craw Giant</b> Trample. Rampage: 2. 6/4.	SC	U	****	CRu	GGG3	LG, CH
<b>Raspurin Dreamweaver</b> Put 7 counters on Raspurin when put in play. Remove a counter to prevent 1 damage to Raspurin or add 1 to your mana pool (play as an interrupt). Add a counter to Raspurin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Raspurin. 4/1.	SC	R	**	ARu	UW4	LG, CH	<b>Xiro Arien</b> Flying. GRB, T: Make target player draw a card. 1/2.	SC	R	***	MBe	BRG	LG, CH	<b>Craw Worm</b> Bury target artifact. Artifact's controller gains life points equaling target artifact's costing cost.	SC	C	**	DGe	GG4	A,B,U,R,4TH
<b>Reclamation</b> No black creature may attack unless its controller sacrifice a land when that creature attacks.	EN	R	***	DWi	GW2	IA							<b>Crumble</b> Bury target artifact. Artifact's controller gains life points equaling target artifact's costing cost.	INS	C	****	JMy	G	AQ,R,4TH	
<b>Riven Turnbull</b> T: Add B to your mana pool (play as an interrupt). 5/7.	SC	U	**	RKF	BU5	LG							<b>Cyclone</b> Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.	EN	R	**	MTe	GG2	AN,CH	
<b>Rohgahni of Kher Keep</b> All you: Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahni and all Kobolds are tapped and enter opponent's control. 5/5.	SC	R	***	EBe	BBRR2	LG							<b>Deadfall</b> Creatures with forestwalk may be blocked.	EN	U	**	NTh	G2	LG	
<b>Rubinia Soulsinger</b> T: Go in control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.	SC	R	****	RAI	UGW2	LG							<b>Desert Twister</b> Destroy any one card in play.	SOR	U	***	SVC	GG4	AN,R,4TH	
														<b>Dire Wolves</b> Gains bonding if you control any plains. 2/2.	SC	C	***	RSp	G2	IA
														<b>Drop of Honey</b> Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.	EN	R	***	AMa	G	AN
														<b>Darkwood Bears</b> 4/4.	SC	C	***	MKi	G4	LG,4TH



BALL LIGHTNING



BARBARIAN GUIDES

**Ball Lightning and Barbarian Guides:** With a power of six and trample, who needs snow-covered landwalk? We'll, certainly not the Ball Lightning, but there's still a reason to use them with the Barbarian Guides. You see, the target of the Guides' special ability returns to your hand at the end of your turn. So give that big ol' ball of electricity some snow-covered landwalking, then scoop him up after he's rolled over your opponent. (Toss in an Arcum's Weatherwax to ensure your enemy has some snowy lands.)

<b>Scarwood Goblins</b> 2/2	SC	C	**	RSp	GR	DK
<b>Sir Shandor of Ebery</b> 4/7.	SC	U	**	ARu	GW4	LG
<b>Siviri Scarzam</b> 6/4.	SC	U	**	NTh	BU5	LG, CH
<b>Skeleton Ship</b> Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa	SC	R	****	Mulh	BU3	IA
<b>Solkamar Swamp King</b> Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.	SC	R	****	RKF	BUR2	LG, CH
<b>Spectral Shield</b> Target creature gains +0/+2 and it cannot be the target of further spells.	EC	U	***	MDK	UW1	IA
<b>Stang</b> Put Stang Twin token in play when casting Stang. Stang Twin token is a 3/4 green and red legend. Remove Stang Twin token from game if Stang leaves play. 3/4	SC	R	***	MPo	GR4	LG, CH

<b>Aurochs</b> Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.	SC	C	***	KMe	G3	IA
<b>Avoid Fate</b> Counter target interrupt or enchantment targeting a permanent you control.	INT	C	*	Pfo	G	LG
<b>Baldurian Bears</b> 2/2	SC	C	***	QHo	G1	IA
<b>Barbary Apes</b> 2/2	SC	C	***	BWo	G1	LG
<b>Berserk</b> Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.	INS	U	****	Dfr	G	A,B,U
<b>Birds of Paradise</b> Flying. T: Add one mana of any color to your mana pool. 0/1	SC	R	****	MPo	G	A,B,U,R,4TH
<b>Blizzard</b> CU, 2: You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap.	EN	R	**	AMa	GG	IA
<b>Brown Ouphe</b> G1, T: Counter an artifact ability that requires an activation cost. 1/1	SC	C	***	DGe	G	IA

<b>Elvish Archers</b> First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.	SC	R	***	AMa	G1	A,B,U,R,4TH
<b>Emerald Dragonfly</b> Flying. GG: First strike until end of turn. 1/1.	SC	C	*	QHo	G1	LG, CH
<b>Elvish Farmer</b> Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2	SC	R	***	RKF	G1	FE
<b>Elvish Hunter</b> G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.	SC	C	****	Mulh	G1	FE
<b>Elvish Scout</b> G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1	SC	C	***	Mulh	G	FE
<b>Erhnam Djinn</b> Give forestwalk to an opponent's creature until next upkeep. 4/5	SC	U	***	KMe	G3	AN, CH
<b>Essence Filter</b> Destroy all enchantments or destroy all enchantments that are not white.	SOR	C	****	REm	GG1	IA
<b>Eureka</b> Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its costing cost, X is 0.	SOR	R	****	KFo	GG2	LG
<b>Fanatical Fever</b> Give a creature +3/+0 and trample until end of turn.	INS	U	***	JBa	GG2	IA
<b>Faithbond</b> Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R	**	MPo	G	A,B,U,R

\* Restricted/Banned    ART: Artist    CU: Cumulative Upkeep    EC: Enchant Creature    EL: Enchant Land    EW: Enchant World    INT: Interrupt    SC: Summon Creature  
 AC: Artifact Creature    CR: Current Rarity    EA: Enchant Artifact    EE: Enchant Enchantment    EN: Enchantment    IFS: Instant    LAN: Land    SOR: Sorcery





## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Feral Thallid</b> Description: Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.	SC	U	••	RAI	GGG3	FE
<b>Fire Sprites</b> Flying. G. T: Add R to your mana pool (play as an interrupt). 1/1.	SC	C	••	JBa	G1	LG
<b>Floral Spuzzem</b> If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.	SC	U	••	RAI	G3	LG
<b>Fog</b> Creatures do not damage one another in combat.	INS	C	•••	JMy	G	A,B,U,R,4TH
<b>Folk of the Pines</b> G1 +1/+0 until end of turn. 2/5. Artists: Nth & CBu	SC	C	••••	Mult	G4	IA
<b>Forbidden Lore</b> 0: Top land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.	EL	R	••••	CRu	G2	IA
<b>Force of Nature</b> Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.	SC	R	••••	DSh	GGG2	ABUJ,4TH
<b>Forgotten Lore</b> Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.	SOR	U	••••	HMc	G	IA
<b>Foxfire</b> Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.	INS	C	••	MOK	G2	IA
<b>Freyalise Supplicant</b> T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target 1/1.	SC	U	••	Mult	G1	IA
<b>Freyalise's Charm</b> GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.	EN	U	•••	MOK	GG	IA
<b>Freyalise's Winds</b> Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.	EN	R	•••	MTe	GG2	IA
<b>Fungal Bloom</b> GG: Put a spore counter on target Fungus.	EN	R	••••	DGe	GG	FE
<b>Fungusaur</b> Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	•••	DGe	G3	A,B,U,R,4TH
<b>Fyndhorn Brownie</b> G2, T: Untap a creature. 1/1.	SC	C	•••	Rth	G2	IA
<b>Fyndhorn Elder</b> T: Add GG to your mana pool. 1/1.	SC	U	••••	CRu	G2	IA
<b>Fyndhorn Elves</b> T: Add G to your mana pool. 1/1.	SC	C	••••	JHa	G	IA
<b>Fyndhorn Pollen</b> CU: 1. All creatures get -1/-0. G1: All creatures get -1/-1 until end of turn.	EN	R	•••	PfG	G2	IA
<b>Gaea's Avenger</b> * = number of artifacts opponent has in play. *+1/*+1	SC	R	•••	PvG	GG1	AQ
<b>Gaea's Liege</b> T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play, when attacking, power and toughness equal number of forests defending opponent has in play. */*.	SC	R	•••••	DWi	GGG3	ABUJ,4TH
<b>Gaea's Touch</b> You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).	EN	C	•••	MPo	GG	DK
<b>Ghazban Ogre</b> During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.	SC	C	•	JMy	G	AM, CH
<b>Giant Badger</b> Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.	SC	R	•••	LdG	GG1	BOOK
<b>Giant Growth</b> Target creature gets +3/+3 until end of turn.	INS	C	••••	SEv	G	A,B,U,R,4TH,IA
<b>Giant Spider</b> Doesn't fly, but can block flying creatures. 2/4.	SC	C	••••	SEv	G3	A,B,U,R,4TH
<b>Giant Turtle</b> Giant Turtle may not attack if it did so during your last turn. 2/4.	SC	C	•	JMe	GG1	LG
<b>Glyph of Reincarnation</b> Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	INS	C	••	SVC	G	LG
<b>Garilla Pack</b> Cannot attack unless opponent has forests in play. Bury Garilla Pack immediately if you control no forests. 3/3.	SC	C	••	AWa	G2	IA
<b>Grizzly Bears</b> 2/2.	SC	C	•••	JMe	G1	A,B,U,R,4TH

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Hidden Path</b> All green creatures gain forestwalk.	EN	R	••••	RAI	GGG2	DK
<b>Hornet Cobra</b> First strike. 2/1.	SC	C	•	SEv	G61	LG
<b>Hot Springs</b> 0: Top land Hot Springs enchants to prevent 1 damage to any target.	EL	R	•••	NLe	G1	IA
<b>Hurricane</b> Do X damage to all players and flying creatures.	SOR	U	••••	DWi	GX	A,B,U,R,4TH,IA
<b>Ica Storm</b> Destroy any one land.	SOR	U	•••	DfR	G2	A,B,U
<b>Ichneumon Druid</b> Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.	SC	U	•	MBa	GG1	LG
<b>Ith-biff Efreel</b> Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.	SC	R	•••	JMy	GG2	AN
<b>Instill Energy</b> Untap target creature one extra time per turn; target may attack when it comes into play.	EC	U	••••	DWi	G	A,B,U,R,4TH
<b>Ironroot Treefolk</b> 3/5.	SC	C	•••	JMy	G4	A,B,U,R,4TH
<b>Jokull Wurm</b> Jokull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.	SC	U	•••	DGe	G5	IA

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Master of the Hunt</b> GG2 Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.	SC	R	•••••	JMe	GG2	LG
<b>Metamorphosis</b> Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.	SOR	C	•	CRu	G	AN, CH
<b>Mass Monster</b> 3/6.	SC	C	••	JMy	GG2	LG
<b>Naf's Asp</b> If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.	SC	C	••	CRu	G	AN, 4TH
<b>Natural Selection</b> Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	•	MPo	G	A,B,U
<b>Nature's Lore</b> Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.	SOR	U	•••	REm	G1	IA
<b>Niall Salvin</b> GGG2, T: Regenerate target creature. 2/2.	SC	R	•••	CRu	GGG	DK
<b>Night Sall</b> 1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SEv, Hth, DTu	EN	C	•••	Aluk	GG	FE



**Minion of Leshrac and Preacher:** Picture it: the fervent Preacher stands before the masses, preaching the righteousness of his cult. With some coaxing, he's acquired another reluctant follower. Before the newfound cult member has second thoughts, have him prove his allegiance by sacrificing himself to the cult's demonic lord! Minum... fresh converts for the nasty Minion of Leshrac, who'll also eagerly eat any creatures (and lands, for that matter) who choose to defy his cult.

## MINION OF LESHRAK

## PREACHER

<b>Juniper Order Druid</b> T: Untap a land of your choice at the speed of an interrupt. 1/1.	SC	C	•••	JMe	G2	IA
<b>Killer Bees</b> Flying. G: Give Bees +1/+1 until end of turn. 0/1.	SC	U	•••••	PfG	GG1	LG, 4TH
<b>Kudzu</b> When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.	EL	R	•	MPo	GG1	A,B,U,R
<b>Land Leeches</b> First strike. 2/2.	SC	C	••	QHo	GG1	DK, 4TH
<b>Ley Druid</b> T: Untap a land of your choice (play as an interrupt). 1/1.	SC	U	•••	SEv	G2	A,B,U,R,4TH
<b>Lhurgoyf</b> * equals the total number of creatures in all graveyards. */*+1.	SC	R	••••	PvG	GG2	IA
<b>Lifeforce</b> GG: Counter a black spell as it is being cast (play as an interrupt).	EN	U	••••	DWi	GG	A,B,U,R,4TH
<b>Lifelace</b> Changes the color of one card in play to green.	INT	R	•	AWe	G	A,B,U,R,4TH
<b>Living Artifact</b> Put 1 counter on target artifact per life you lose. During upkeep, you may have one and only one counter for 1 life.	EA	R	•••	AMa	G	A,B,U,R,4TH
<b>Living Lands</b> Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	••	JMy	G3	A,B,U,R,4TH
<b>Living Plane</b> Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.	EW	R	•••	BWo	GG	LG
<b>Ulanowar Elves</b> T: Add G to your mana pool. Played as an interrupt. 1/1.	SC	C	••••	AMa	G	A,B,U,R,4TH
<b>Lure</b> All creatures that can block target creature must do so.	EC	U	••••	AMa	GG1	A,B,U,R,4TH,IA
<b>Lurker</b> Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.	SC	R	•••	AMa	G2	DK
<b>Maddening Wind</b> CU: G: During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.	EC	U	•••	DWi	G2	IA
<b>Marsh Viper</b> Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.	SC	C	•••	RSp	G3	DK, 4TH

<b>Pala Bears</b> Islandwalk. 2/2.	SC	R	•••	AWa	G2	IA
<b>People of the Woods</b> * = number of forests controlled by controller of People of the Woods. 1/*.	SC	U	•••	DTu	GG	DK
<b>Pixie Queen</b> GGG, T: Give target creature flying until end of turn. 1/1.	SC	R	•••	QHo	GG2	LG
<b>Powerleech</b> Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.	EN	U	•••	CRu	GG	AQ
<b>Pradesh Gypsies</b> G1, T: Give target creature -2/-0 until end of turn. 1/1.	SC	C	••	QHo	G2	LG, 4TH
<b>Pygmy Allosaur</b> Swampwalk. 2/2.	SC	R	•••	AMa	G2	IA
<b>Pyknite</b> Draw a card at the beginning of the next turn. 1/1.	SC	C	•	EBa	G2	IA
<b>Rabid Wombat</b> Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.	SC	U	•••	KFo	GG2	LG, CH
<b>Radian Spirit</b> T: Target creature loses flying ability until turn ends. 3/2.	SC	U	••••	CRu	G3	LG, 4TH
<b>Rebirth</b> Each player may be healed to 20 life. Any player so choosing enters an additional card from the top of his or her library. Remove if not playing for ante.	SOR	R	••	MTe	GGG3	LG, 4TH
<b>Regeneration</b> G: Target creature regenerates.	EC	C	•••	QHo	G1	A,B,U,R,4TH,IA
<b>Regrowth</b> Bring a card from your graveyard into your hand.	SOR	U	•••••	DWi	G1	A,B,U,R
<b>Reincarnation</b> If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.	INS	U	•••	EBa	GG1	LG
<b>Revelation</b> Play with all cards in hand face up.	EW	R	••	KFo	G	LG, CH
<b>Rime Dryad</b> Snow-covered forestwalk. 1/2.	SC	C	•••	Hth	G	IA
<b>Ritual of Subdual</b> CU: 2 All mana-producing lands produce colorless mana instead of their normal mana.	EN	R	•••	JHa	GG4	IA
<b>Rust</b> Counter target artifact effect that requires an activation cost.	INT	C	••	LdG	G	LG

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Sandstorm</b> Do 1 damage to all attacking creatures.	INS	C	••	BSn	G	AN, 4TH	<b>Thorn Thallid</b> During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe. 2/2.	SC	C	••••	MuB	GG1	FE	<b>Whiteout</b> All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.	INS	U	••••	Nth	G1	IA
<b>Savaen Elves</b> GG, T: Destroy target enchant land. 1/1.	SC	C	••	RSp	G	DK	<b>Thoughtleech</b> Gain 1 life whenever target opponent taps an island.	EN	U	••••	MTe	GG	IA	<b>Witigo</b> Put six +1/+1 counters on Witigo when it comes into play. During your upkeep, put a +1/+1 counter on Witigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Witigo. 0/0.	SC	R	•••	MBe	GGG3	IA
<b>Scaled Wurm</b> 7/6.	SC	C	••••	DGe	G7	IA	<b>Timber Wolves</b> Bands. 1/1.	SC	R	••••	MBe	G	A,B,U,R,4TH	<b>Wild Growth</b> Whenever target land is tapped for mana, Wild Growth provides an extra G.	EL	C	•••	MRA	G	A,B,U,R,4th,IA
<b>Scarwood Bandits</b> Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.	SC	R	••••	MPo	GG2	DK	<b>Tinder Wall</b> Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.	SC	C	••••	REm	G	IA	<b>Willow Satyr</b> T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.	SC	R	••	JMe	GG2	1G
<b>Scarwood Hag</b> GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.	SC	U	•••	AMa	G1	DK	<b>Titania's Song</b> Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.	EN	U	•••	KKa	G3	AQ,R,4TH	<b>Winter Blast</b> Tap X target creatures. Do 2 damage to each target creature with flying.	SOR	U	••••	KFo	GX	LG,4TH
<b>Scavenger Folk</b> G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.	SC	C	•••	DDe	G	DK, CH	<b>Touch of Vitae</b> Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.	INS	U	•••	LWt	G2	IA	<b>Wolverine Pack</b> Rampage: 2, 2/4.	SC	C	••	JMe	GG2	1G
<b>Saryb Sprites</b> Flying. 1/1.	SC	C	••••	AWe	G	A,B,U,R,4TH	<b>Tracker</b> GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.	SC	R	••••	JMe	GG1	DK	<b>Wood Elemental</b> "="the number of untapped forests you sacrificed when casting Wood Elemental."	SC	R	•	BSn	G3	1G
<b>Shambling Strider</b> GR: +1/+1 until end of turn. 5/5.	SC	C	•••	DSh	GG4	IA	<b>Trailblazer</b> Target creature may not be blocked this turn.	INS	R	••••	JBa	GG2	IA	<b>Woolly Mammoth</b> Gains trample if you control any snow-covered lands. 3/2.	SC	C	•••	Dfr	GG1	IA
<b>Shandin Dryads</b> Forestwalk. 1/1.	SC	C	••••	AMa	G	A,B,U,R,4TH	<b>Tranquility</b> Discard all enchantments in play.	SOR	C	••••	DSh	G2	A,B,U,R,4TH	<b>Woolly Spider</b> Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.	SC	C	••••	DGe	GG1	IA
<b>Shelkin Brownie</b> T: Remove the banding ability from target creature until end of turn. 1/1.	SC	C	•	DSh	G1	LE	<b>Tsunami</b> Destroy all islands in play.	SOR	U	••	RTh	G3	A,B,U,R,4TH	<b>Wormwood Treefolk</b> BB Give Wormwood Treefolk forestwalk until end of turn and lose 2 life GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life.. 4/4.	SC	R	•••	JMy	GG3	DK
<b>Singing Tree</b> T: Reduce attacking creature's power to 0 until end of turn. 0/3.	SC	R	••••	RAJ	G3	AN	<b>Typhoon</b> Do 1 damage to opponent for each island he or she controls.	SOR	R	••	AMa	G2	LG	<b>Wyloli Wolf</b> T: Give a creature +1/+1 until end of turn 1/1.	SC	C	••••	SVC	G1	AN
<b>Snowblind</b> Target creature gets "/*". /* equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, /* equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way.	EC	R	•	DSh	G3	IA	<b>Untamed Wilds</b> Search your library for one basic land and put it in play. This does not count as your normal land-played. Reshuffle your library afterward.	SOR	U	•••	NTh	G2	LG,4TH	<b>Yavimaya Gnats</b> Flying. G: Regenerate. 0/1.	SC	U	••••	Dfr	G2	IA
<b>Spilling Slug</b> G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spilling Slug gains first strike until end of turn. 2/4.	SC	U	••	AMa	GG1	DK	<b>Venom</b> All non-wall creatures blocking or blocked by target creature are destroyed after combat.	EC	C	•••	TWb	GG1	DK,4TH							
<b>Spore Cloud</b> Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.	INS	C	••••	MuB	GG1	FE	<b>Venemous Breath</b> All creatures blocking or being blocked by target creature are destroyed after combat.	INS	U	•••	LWt	G3	IA							
<b>Spore Flower</b> Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.	SC	U	•••	MOK	GG	FE	<b>Verduran Enchantress</b> Draw a card each time you cast an enchantment. 0/2.	SC	R	••	KBr	GG1	A,B,U,R,4TH							
<b>Stampede</b> All attacking creatures get trample and +1/+0 until end of turn.	INS	R	••••	JMe	GG1	IA	<b>Wall of Brambles</b> G: Regenerates. 2/3.	SC	U	•••	AMa	G2	A,B,U,R,4TH							
<b>Storm Seeker</b> Do 1 point of damage to opponent for every card he or she has in hand.	INS	U	••••	MPo	G3	1G, CH	<b>Wall of Ice</b> 0/7.	SC	U	•••	RTh	G2	A,B,U,R,4TH							
<b>Stream of Life</b> Target player gains X life.	SOR	C	••••	MPo	GX	A,B,U,R,4TH	<b>Wall of Pine Needles</b> G: Regenerate. 3/3.	SC	U	•••	BSn	G3	IA							
<b>Stunted Growth</b> Target player must choose three cards from his or her hand and put them on top of his library in any order.	SOR	R	••••	Nth	GG3	IA	<b>Wall of Wood</b> 0/3.	SC	C	••	MTe	G	A,B,U,R,4TH							
<b>Subdue</b> Target creature deals no damage. It gains X toughness, where X equals its casting cost.	INS	C	••	BSn	G	1G														
<b>Sylvan Library</b> You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.	EN	R	••••	HMc	G1	1G,4TH														
<b>Sylvan Paradise</b> Change the color of one or more target creatures to green until end of turn.	INS	U	••	RAF	G	1G														
<b>Tarpan</b> You gain 1 life if Tarpan goes to the graveyard from play. 1/1.	SC	C	•••	MOK	G	1A														
<b>Thallid</b> Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.	SC	C	•••	MuB	G	FE														
<b>Thallid Devourer</b> Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.	SC	U	••	RSp	GG1	FE														
<b>Thelonite Druid</b> G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.	SC	U	••••	MOK	G2	FE														
<b>Thelonite Monk</b> T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.	SC	R	••••	BWt	GG2	FE														
<b>Thelon's Chant</b> Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.	EN	U	•••	MBe	GG1	FE														
<b>Thelon's Curse</b> Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.	EN	R	•••	PVt	GG	FE														
<b>Thermokarst</b> Destroy target land. You gain 1 life if that land is snow-covered.	SOR	U	•••	KMe	GG1	1A														
<b>Thicket Basilisk</b> Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.	SC	U	••••	Dfr	GG3	A,B,U,R,4TH														

## RED

<b>Active Volcano</b> Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.	INS	C	•	BSn	R	1G, CH
<b>Arathi Berserker</b> Rampage: 3, 2/4.	SC	U	••	MBe	RRR2	1G
<b>Aggression</b> Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.	EC	U	••••	REm	R2	1A
<b>Aladdin</b> RR1: Steal artifact. 1/1.	SC	R	••••	JBa	RR2	AN CH



ORNITHOPTER



ANGELIC VOICES

**Ornithopter and Angelic Voices:** People are prone to laugh at decks with Ornithopters, but would they laugh if you could play a 2/4 flying creature for zero mana? With a couple of Angelic Voices, that's exactly what you get. As long as you have only white and artifact creatures, all of your creatures, including the mighty Ornithopter, get the Voices' +1/+1 bonus. hrm... do I smell a deck contest?

<b>Wanderlust</b> Do 1 damage to controller of target creature during upkeep.	EC	U	•••	CBr	G2	A,B,U,R,4TH	<b>Ali Baba</b> R: Tap a wall. 1/1.	SC	U	•••	JBa	R	AN 4TH
<b>War Mammoth</b> Trample. 3/3.	SC	C	••••	JMe	G3	A,B,U,R,4TH	<b>Ali from Cairo</b> You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.	SC	R	••••	MPo	RR2	AN
<b>Web</b> Target creature gains +0/+2 and may block flying creatures.	EC	R	••••	RAJ	G	A,B,U,R,4TH	<b>Anarchy</b> Destroy all white permanents.	SOR	U	••••	PFo	RR2	1A
<b>Whippoorwill</b> GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-reducing spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.	SC	U	••••	DSh	G	DK	<b>Artifact Blast</b> Destroy artifact as it is being cast.	INT	C	•	MPo	R	AQ
<b>Whirling Dervish</b> Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.	SC	U	••••	SVC	GG	1G 4TH	<b>Atog</b> +2/+2, sacrifice one of your artifacts in play. 1/2.	SC	C	••	JMy	R1	AQ,R
							<b>Avalanche</b> Destroy X snow-covered lands.	SOR	U	•••	BSn	RR2X	1A





# players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Backdraft</b>	INS	U	●●●	BSn	R1	LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.						
<b>Balduvian Barbarians</b>	SC	C	●●	MPo	RR1	IA
3/2.						
<b>Balduvian Hydra</b>	SC	R	●●●	MBE	RRX	IA
Put X +1/+0 counters on Balduvian Hydra when it comes into play. O: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.						
<b>Ball Lightning</b>	SC	R	●●●●	QHo	RRR	DK, 4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.						
<b>Barbarian Guides</b>	SC	C	●●●	RTh	R2	IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.						
<b>Battle Frenzy</b>	INS	C	●●●	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
<b>Beasts of Bogardan</b>	SC	U	●●●	DGe	R4	LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.						
<b>Bird Maiden</b>	SC	C	●●	KFo	R2	AN, 4TH
Flying. 1/2.						



RITUAL OF SUBDUAL



LLANOWAR ELVES

**Ritual of Subdual and Llanowar Elves:**  
Reality Twist, Naked Singularity—they're too damn confusing! Why not try something nice and simple like Ritual of Subdual, which makes all mana-producing lands produce colorless mana? And while you're at it, why don't you try something convenient, like playing a few Llanowar Elves. These and other mana-producing critters (like Birds and other assorted Keebler folks) will keep you one step ahead of your opponent.

<b>Blazing Effigy</b>	SC	C	●●	SVC	R1	LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.						
<b>Blood Lust</b>	INS	C	●●●●	AMa	R1	LG, 4TH
Make target creatures +4/+4 until end of turn. This makes toughness no lower than 1.						
<b>Blood Moon</b>	EN	R	●●●●	TWb	R2	DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.						
<b>Bone Shaman</b>	SC	C	●●	AMa	RR2	IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.						
<b>Brand of Ill Omen</b>	EC	R	●●●	RAJ	R3	IA
CU: R: Target creature's controller may not cast summon spells.						
<b>Brassclaw Orcs</b>	SC	C	●●	MuR	R2	FE
Cannot be assigned to block creatures of power greater than 1 Artists: RAJ (two versions), DFr, HHu. 3/2.						
<b>Brothers of Fire</b>	SC	C	●●	MTe	RR1	DK, 4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2						
<b>Brute, The</b>	EC	C	●●	MPo	R1	LG, 4TH
Target creature gains +1/+0 RRR. Regenerates.						
<b>Burrowing</b>	EC	C	●●●	MPo	R	A, B, U, R, 4TH
Target creature gains mountainwalk.						
<b>Cave People</b>	SC	U	●●●	DTu	RR1	DK, 4TH
Cave People get +1/2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.						
<b>Caverns of Despair</b>	EN	R	●●	HMc	RR2	LG
No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Chain Lightning</b>	SOR	C	●●	SEv	R	LG
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.						
<b>Chaos Lord</b>	SC	R	●●●●	BSn	RRR4	IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.						
<b>Chaos Moon</b>	EN	R	●●●	DTu	R3	IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
<b>Chaoslance</b>	INT	R	●●●	DWi	R	A, B, U, R, 4TH
Changes the color of a card being played or in play to red.						
<b>Crevasse</b>	EN	U	●●●	RAJ	R2	LG
Creatures with mountainwalk may be blocked.						
<b>Conquer</b>	EL	U	●●●●●	RGo	RR3	IA
Take control of target land.						
<b>Crimson Kobolds</b>	SC	C	●●	AMa	O	LG
Crimson Kobolds are red creatures. 0/1.						
<b>Crimson Manticores</b>	SC	R	●●●	DGe	RR2	LG, 4TH
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.						
<b>Crookshank Kobolds</b>	SC	C	●●	CRu	O	LG
Crookshank Kobolds are red creatures. 0/1.						
<b>Curse of Marit Lage</b>	EN	R	●●●●	AWe	RR3	IA
Top all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
<b>Desert Nomads</b>	SC	C	●●	CRu	R2	AN
Desertwalk. Immune to damage from Deserts. 2/2.						
<b>Detonate</b>	SOR	U	●●	RAF	RX	AQ, 4TH
Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Dwarven Weaponsmith</b>	SC	U	●●●	MPo	R1	AQ, R
T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.						
<b>Dwarven Warriors</b>	SC	C	●●●●●	DSh	R2	A, B, U, R, 4TH
T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.						
<b>Earth Elemental</b>	SC	U	●●●	DFr	RR3	A, B, U, R, 4TH
4/5.						
<b>Earthbind</b>	EC	C	●●●	QHo	R	A, B, U, R
Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.						
<b>Earthquake</b>	SOR	R	●●●	DFr	RX	A, B, U, R, 4TH
Do X damage to all players and non-flying creatures in play.						
<b>Errorfry</b>	EC	C	●●●	LWI	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						
<b>Eternal Flame</b>	SOR	R	●●	MPo	RR1	DK
damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.						
<b>Eternal Warrior</b>	EC	C	●●●●	AMa	R	LG, 4TH
Target creature does not tap to attack.						
<b>Falling Star</b>	SOR	R	●●●	DSh	R2	LG
From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.						
<b>False Orders</b>	INS	C	●●●●	AMa	R	A, B, U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						
<b>Feint</b>	INS	C	●●	BSn	R	LG
Top all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.						
<b>Fire Drake</b>	SC	U	●●	CRu	RR1	DK, CH
Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.						
<b>Fire Elemental</b>	SC	U	●●●	MBE	RR3	A, B, U, R, 4TH
5/4.						
<b>Fireball</b>	SOR	C	●●●●	MTe	RX	A, B, U, R, 4TH
Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.						
<b>Firebreathing</b>	EC	C	●●	DFr	R	A, B, U, R, 4TH
R: +1/+0.						
<b>Firestorm Phoenix</b>	SC	R	●●●●	JMe	RR4	LG
Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.						
<b>Fissure</b>	INS	C	●●●●	DSh	RR3	DK, 4TH
Bury target land or creature.						
<b>Flame Spirit</b>	SC	U	●●	JHo	R4	IA
R: +1/+0 until end of turn. 2/3.						
<b>Flare</b>	INS	C	●●	DTu	R2	IA
Flare does 1 damage to any target. Draw a card at the beginning of the next turn.						
<b>Flashfries</b>	SOR	U	●●●●	DWi	R3	A, B, U, R, 4TH
Destroy all plains in play.						
<b>Fork</b>	INT	R	●●●●●	AWe	RR	A, B, U, R
Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.						
<b>Frost Giant</b>	SC	U	●●●	DGe	RRR3	LG
Rampage: 2. 4/4.						
<b>Game of Chaos</b>	SOR	R	●●●	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.						
<b>Giant Strength</b>	EC	C	●●●●	JHo	RR	LG, 4TH
Make target creature +2/+2.						
<b>Glacial Crevasse</b>	EN	R	●●	MRo	R2	IA
O: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.						
<b>Glyph of Destruction</b>	INS	C	●●	SVC	R	LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						
<b>Goblin Artisans</b>	SC	U	●●	JBo	R	AQ, CH
If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.						
<b>Goblin Balloon Brigade</b>	SC	U	●●●	ARu	R	A, B, U, R, 4TH
R: Gains flying until end of turn. 1/1.						
<b>Goblin Caves</b>	EL	C	●●●	DTu	RR1	DK
If target land is a basic mountain, all Goblins gain +0/+2.						
<b>Goblin Chirurgeon</b>	SC	C	●●●	MuR	R	FE
Sacrifice a Goblin to regenerate a creature. Artists: Pfo, DFr, DGe. 0/2.						
<b>Goblin Digging Team</b>	SC	C	●●	RSp	R	DK
T: Sacrifice Digging Team to destroy target wall. 1/1.						
<b>Goblin Flotilla</b>	SC	R	●●●	TWb	R2	FE
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.						
<b>Goblin Grenade</b>	SOR	C	●●●	MuR	R	FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp. 2/2.						
<b>Goblin Hero</b>	SC	C	●●	MTe	R2	DK



Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Description							Description							
<b>Goblin King</b> While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	***	JMy	RR1	A,B,U,R,4TH	<b>Grizzled Wolverine</b> R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.	SC	C	**	CB	RR1	IA	
<b>Goblin Kites</b> R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Flip target creature if opponent wins flip.	EN	U	**	AMo	R1	FE	<b>Hill Giant</b> 3/3.	SC	C	**	Dfr	R3	A,B,U,R,4TH	
<b>Goblin Mutant</b> Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3.	SC	-	U	**	DGe	RR2	IA	<b>Hurler Minotaur</b> 2/3.	SC	C	**	AMo	RR1	A,B,U,R,4TH
<b>Goblin Rock Sled</b> Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	**	DDa	R1	DK,4TH	<b>Hurt Jockal</b> T: Prevent creature from regenerating this turn. 1/1.	SC	R	***	Dfr	R1	AN,4TH	
<b>Goblin Sappers</b> RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.	SC	C	***	JMa	R1	IA	<b>Hyperion Blacksmith</b> T: Tap or untap target artifact opponent controls. 2/2.	SC	U	***	Dfr	RR1	LG	
<b>Goblin Shrine</b> If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.	EL	C	***	RSp	RR1	DK, CH	<b>Immolation</b> Make target creature +2/-2.	EC	C	***	SG	R	LG,4TH	
<b>Goblin Ski Patrol</b> R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1.	SC	C	*	MPo	R1	IA	<b>Imposing Visage</b> Target creature cannot be blocked by less than 2 creatures.	EC	C	***	Pfo	R	IA	
<b>Goblin Snowman</b> Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.	SC	U	***	DGe	R3	IA	<b>Inferno</b> Do 6 damage to all players and all creatures.	INS	R	***	RAF	RR5	DK,4TH	
<b>Goblin War Drums</b> Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dfr, HHu, RKF, JMa.	EN	C	****	Mu	R2	FE	<b>Ironclaw Orcs</b> May only block creatures of power equaling 1 or less. 2/2.	SC	C	*	AMo	R1	A,B,U,4TH	
<b>Goblin Warrens</b> R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	***	Dfr	R2	FE	<b>Incinerate</b> Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.	INS	C	***	MPo	R1	IA	
<b>Goblin Wizard</b> T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.	SC	U	***	DGe	RR2	DK	<b>Jokulhaups</b> Bury all artifacts, creatures, and lands.	SOR	R	****	RTh	RR4	IA	
<b>Goblins of the Flag</b> Mountainwalk. Bury Goblins of the Flag if its controller controls any Dwarves. 1/1.	SC	C	***	TWb	R	DK, CH	<b>Karplusan Giant</b> O: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3.	SC	U	***	DGe	R6	IA	
<b>Granite Gargoyle</b> Flying. R: +0/+1. 2/2.	SC	R	***	CRu	R2	A,B,U,R	<b>Karplusan Yeli</b> T: Karplusan Yeli does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeli. 3/3.	SC	R	***	QHo	RR3	IA	
							<b>Keldon Warlord</b> Power and toughness equal number of non-wall creatures in play on your side, including Warlord. 7/7.	SC	U	***	KBr	RR2	A,B,U,R,4TH	
							<b>Kird Ape</b> Kird Ape gains +1/+2 while controller has forests in play. 1/1.	SC	C	***	KMe	R	AN,R	
							<b>Kobold Drill Sergeant</b> Give all your Kobolds +0/+1 and trample. 1/2.	SC	U	**	JBo	R1	LG	
							<b>Kobold Overlord</b> First strike. Give all your Kobolds first strike. 1/2.	SC	R	**	JBo	R1	LG	
							<b>Kobold Taskmaster</b> Give all your Kobolds +1/+0. 1/2.	SC	U	**	RAF	R1	LG	
							<b>Kobolds of Kher Keep</b> 0/1.	SC	C	*	JBo	O	LG	
							<b>Land's Edge</b> Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.	EW	R	**	BSn	RR1	LG, CH	
							<b>Lava Burst</b> Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.	SOR	C	****	TWb	RX	IA	
							<b>Lightning Bolt</b> Do 3 damage to one target.	INS	C	****	CRu	R	A,B,U,R,4TH	
							<b>Magnetic Mountain</b> To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!	EN	R	***	SVC	RR1	AN,R,4TH	
							<b>Mana Clash</b> Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.	SOR	R	*	MTe	R	DK,4TH	
							<b>Mana Flare</b> Each land produces an extra mana of its normal type whenever it is tapped for mana.	EN	R	***	CRu	R2	A,B,U,R,4TH	
							<b>Manabarb</b> Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	**	CRu	R3	A,B,U,R,4TH	
							<b>• Marion Stromgald</b> If Marion Stromgald attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marion blocks, all other blocking creatures gain +*/+* until end of turn. 1/1.	SC	R	****	MPo	RR2	IA	
							<b>Melee</b> Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After deciding blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.	INS	U	***	DWb	R4	IA	
							<b>Melting</b> All snow-covered lands turn into non-snow-covered lands of the same type.	EN	U	**	RGa	R3	IA	
							<b>Meteor Shower</b> Meteor Shower does X+1 damage divided any way you choose to any number of targets.	SOR	C	***	REm	RXX	IA	
							<b>Mijoe Djinn</b> If Mijoe Djinn attacks, flip a coin. If opponent wins flip, Mijoe Djinn taps but does not attack. 6/3.	SC	R	***	SVC	RRR	AN,R	
							<b>Mons' Goblin Raiders</b> 1/1.	SC	C	*	JMa	R	A,B,U,R,4TH	
							<b>Mountain Goat</b> Mountainwalk. 1/1.	SC	C	***	CB	R	IA	
							<b>Mountain Yeli</b> Mountainwalk, protection from white. 3/3.	SC	C	***	Dfr	RR2	LG, CH	



**Jokulhaups**  
Bury all artifacts, creatures, and lands.  
"I was shocked when I first saw the aftermath of the Stromgald Viceroy's attack. The once-dry land was now a vast, dark, and cold sea. My better half and I were lucky. -Halvar, Arc. (c), Kj. (d) (



**Jokulhaups:** We can't pronounce it, but we sure as heck know how useful it is. The ultimate reset button, Jokulhaups serves as the great equalizer in the game. However, with the right timing and a lot of mana, it can also be the ultimate neutralizer. Here's the ideal use for Jokulhaups: put 12 mana into your mana pool, cast Jokulhaups, and then, once everything is gone, use the remaining six mana to play a Shivan Dragon. It won't take your opponent long to figure out just how defenseless he is...

•/ Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery





## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Rock Hydra	SC	R	•••	JMe	R	A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.						



## SEEKER



## FARREL'S MANTLE

**Seeker and Farrel's Mantle:** No good zealot is complete without a homing device that lets him track down opposition to his cause. With Seeker and Farrel's Mantle, you get just that. Your beefed-up creature will be much harder to block, and if he gets through unscathed, one of your opponent's creatures could be in for a rough time. This combo is especially deadly with a Serra Angel. Farrel's Seeking Serra can pick off just about any creature, and still hang back for defense. What a babe!

Rukh Egg	SC	C	••••	CRu	R3	AN
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.						
Sabretooth Tiger	SC	C	•••	MBa	R2	IA
First strike. 2/1.						
Sedge Troll	SC	R	•••	Dfr	R2	A,B,U,R
B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.						
Shatter	INS	C	••••	AWa	R1	A,B,U,R,4TH,IA
Destroy target artifact.						
Shatterstorm	SOR	R	•••	MPo	RR2	AD,R
Bury all artifacts in play. Artifact creatures may not be regenerated.						
Shivan Dragon	SC	R	•••••	MBa	RR4	A,B,U,R,4TH
Flying. R: +1/+0. 5/5.						
Sisters of the Flame	SC	C	•••	JMy	RR1	DK,4TH
T: Add R to your mana pool (play as an interrupt). 2/2.						
Smoke	EN	R	••	JMy	RR	A,B,U,R,4TH
Each player may only untap one creature during untap phase.						
Spinal Villain	SC	R	•••	AMa	R2	LG
T: Destroy target blue creature. 1/2.						
Stone Giant	SC	U	•••	DWi	RR2	A,B,U,R,4TH
T: Give one of your creatures with toughness less than Stone Giant's power flying until end of turn. Target creature, which can increase its toughness after it gains flying ability, is killed at end of turn. 3/4.						
Stone Rain	SOR	C	•••	DGe	R2	A,B,U,R,4TH,IA
Destroy any one land.						
Stone Spirit	SC	U	•••	JMe	R4	IA
Stone Spirit cannot be blocked by flying creatures. 4/3.						
Stonehands	EC	C	••••	Dfr	R2	IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.						
Storm World	EW	R	••	CRu	R	LG
Do 1 damage to any player for each card below 4 in hand during upkeep.						
Tempest Effort	SC	R	•	NTh	RRR1	LG,4TH
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Effort in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Effort in caster's graveyard. 3/3.						
Tor Giant	SC	C	••	DSh	R3	IA
3/3.						
Total War	EN	R	•••	DTu	R3	IA
Whenever any player declares an attack, destroy all untapped non-wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.						
Tunnel	SOR	U	••	Dfr	R	A,B,U,R,4TH
Bury one wall.						
Two-Headed Giant of Foris	SC	R	••••	AMa	R4	A,B,U
Trample. May block two creatures in combat. 4/4.						
Ushden Troll	SC	U	••••	DSh	R2	A,B,U,R,4TH
R: Regenerates. 2/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Vertigo	INS	U	•••	DTu	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Dust	SC	U	••	RTh	R2	LG,4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.						
Wall of Earth	SC	C	••••	RTh	R1	LG
0/6.						
Wall of Fire	SC	U	•••	RTh	RR1	A,B,U,R,4TH
R: +1/+0. 0/5.						
Wall of Heat	SC	C	•••	RTh	R2	LG,CH
2/6.						
Wall of Lava	SC	U	•••	PVa	RR1	IA
R: +1/+1 until end of turn. 1/3.						
Wall of Opposition	SC	U	•••	HMc	RR3	LG,CH
1: +1/+0 until end of turn. 0/6.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Armor of Faith	EC	C	•••	AMa	W	IA
Target creature gains +1/+1. W: +0/+1.						
Army of Allah	INS	C	••••	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn.						
Artifact Ward	EC	C	••	DSh	W	AQ
Target creature may not be blocked by artifact creatures, damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
Balance	SOR	R	•••••	MPo	W1	A,B,U,R,4TH
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Battle Cry	INS	U	•••	DSh	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Benalish Hero	SC	C	•••	DSh	W	A,B,U,R,4TH
Bands. 1/1.						
Black Scarab	EC	U	•••	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Black Ward	EC	U	••••	DFr	W	A,B,U,R,4TH
Target creature gains protection from black.						
Blaze of Glory	INS	R	••	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						
Blessed Wine	INS	C	••	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
Blessing	EC	R	••••	JBa	WW	A,B,U,R,4TH
W: +1/+1.						
Blinking Spirit	SC	R	•••••	LW3	W3	IA
0: Blinking Spirit returns to its owner's hand. 2/2.						
Blood of the Martyr	INS	U	•	CRu	WWW	DK,CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	•••	AWa	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	•••	DFr	W	A,B,U,R,4TH
Target creature gains protection from blue.						
Brainwash	EC	C	••	PVa	W	DK,4TH
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	••••	RGa	W1	IA
Choose a color. As long as target opponent controls more cards of that color than any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	•	SEv	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
Caribou Range	EL	R	••••	RTa	WW2	IA
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.						
Castle	EN	U	•••	DWi	W3	A,B,U,R,4TH
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	••••	PVa	W1	AQ,4TH
2: Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	••••	JMy	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	••••	DWi	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	••••	SEv	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	••••	MTa	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	••••	DSh	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one white source.						
Cleansing	SOR	R	••••	PFo	WW2	LG
Destroy all black creatures in play.						
Cleansing	SOR	R	•••	PVa	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Clergy of the Holy Nimbus	SC	C	••	DGe	W	LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
Cold Snap	EN	U	••	RGa	W2	IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.						
Combat Medic	SC	C	••••	MuH	W2	FE
W1: Prevent 1 damage to a player or creature. Artists: EBe, LDo, AMa,SYC. 0/2.						
Consecrate Land	EL	U	••••	JMe	W	A,B,U
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	••••	JMy	WW2	A,B,U,R,4TH
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Cooperation	EC	C	•••	PFo	W2	IA
Target creature gains banding.						
Crusade	EN	R	••••	MPo	WW	A,B,U,R,4TH
All white creatures gain +1/+1.						
D'Avonant Archer	SC	C	•••	DSh	W2	LG,CH
T. Do 1 damage to attacking or blocking creature. 1/2.						

## WHITE

Abu Ja'far	SC	U	••••	KMa	W	AN,CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
Adarkar Unicorn	SC	••••	••••	QHa	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
Akron Legionnaire	SC	R	•	MPo	WW6	LG,CH
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.						
Alabaster Potion	INS	C	••••	HMc	WWX	LG,4TH
Give target player X life or prevent X damage to target creature or player.						
Amrau Kithkin	SC	C	••	QHa	WW	LG,4TH
Creatures with power greater than 2 may not block Amrau Kithkin. Blocker's power may later be increased. 1/1.						
Angelic Voices	EN	R	••••	JBa	WW2	LG,CH
Give all your creatures +1/+1 if you control only white or artifact creatures.						
Angry Mob	SC	U	••••	DTu	WW2	DK,4TH
Trample. During Angry Mob's controller's turn, *total number of swamps all opponents control. Otherwise, *0. 2*/2*.						
Animate Wall	EC	R	••	DFr	W	A,B,U,R,4TH
Target wall may now attack.						
Arctic Foxes	SC	C	••	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	••	Nle	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU.						
Argivian Archaeologist	SC	R	••••	AWa	WW1	AQ
2, T: Bring an artifact from your graveyard to your hand. 1/1.						
Argivian Blacksmith	SC	C	••	KKa	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2.						
Armageddon	SOR	R	••••	JMy	W3	A,B,U,R,4TH
Destroy all lands in play.						



Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Damping Field</b>	EN	U	•	JHa W2	AQ	
No one may untap more than one artifact in each of his or her own untap phases.						
<b>Death Ward</b>	INS	C	•••	HMc W	A,B,U,R,4th,IA	
Regenerates target creature.						
<b>Disenchant</b>	INS	C	•••••	BSn W1	A,B,U,R,4th,IA	
Destroy target enchantment or artifact.						
<b>Divine Intervention</b>	EN	R	•••	AWe WW6	LG	
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.						
<b>Divine Offering</b>	INS	C	•••••	JMe W1	LG	
Destroy target artifact, gaining life equaling casting cost of artifact.						
<b>Divine Transformation</b>	EC	U	•••••	Nth WW2	LG,4TH	
Give target creature +3/+3.						
<b>Drought</b>	EN	U	•••••	Nth WW2	IA	
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.						
<b>Dust to Dust</b>	SOR	C	•••	Dtu WW1	DK	
Remove any two target artifacts from the game.						
<b>Elder Land Wurm</b>	SC	R	•••	QHo WW4	LG,4TH	
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
<b>Elvish Healer</b>	SC	C	•••	REm W2	IA	
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.						
<b>Enchanted Being</b>	SC	C	•	DSh WW1	LG	
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.						
<b>Enduring Renewal</b>	EN	R	•••••	HMc WW2	IA	
Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.						
<b>Energy Storm</b>	EN	R	•••••	SEv W1	IA	
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.						
<b>Equinox</b>	EL	C	••	SVC W	LG	
Tap target land to counter a spell that destroys your land (play as an interrupt).						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Festival</b>	INS	C	••	MPo W	DK	
Opponent may not declare an attack this turn. Play during opponent's upkeep.						
<b>Fire and Brimstone</b>	INS	U	••	JMe WW3	DK	
Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack this turn.						
<b>Formation</b>	INS	R	••	KMe W1	IA	
Give target creature banding until end of turn. Draw a card at the beginning of the next turn.						
<b>Fortified Area</b>	EN	C	••	RAF WW1	LG	
Give all your walls +1/+0 and banding.						
<b>Fylgia</b>	EC	C	•••••	EBe W1	IA	
Put four healing counters on Fylgia when it comes into play. O: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.						
<b>General Jarkeld</b>	SC	R	•••	Rth W3	IA	
T: Exchange two blocking creatures without creating an illegal block. 1/2.						
<b>Glyph of Life</b>	INS	C	•	SVC W	LG	
Add to your life points damage done to target wall by attacking creatures.						
<b>Great Defender</b>	INS	U	••	MPo W	LG	
Give target creature +0/+X until end of turn, where X is the creature's casting cost.						
<b>Great Wall</b>	EN	U	••	SEv W2	LG	
Creatures with planswalk may be blocked.						
<b>Greater Realm of Preservation</b>	EN	U	•••••	Nth W1	LG	
W1: Prevent all damage to you from a red or black source.						
<b>Green Scarab</b>	EC	U	•••	Nle W	IA	
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.						
<b>Green Ward</b>	EC	U	•••	Dfr W	A,B,U,R,4TH	
Target creature gains protection from green.						
<b>Guardian Angel</b>	INS	C	•••	AMo WX	A,B,U,R	
Negate X damage dealt to a target. Psst: put this card next to Paralyze.						
<b>Hallowed Ground</b>	EN	U	••	DSh W1	IA	
WW: Return a non-snow-covered land you control to its owner's hand.						
<b>Hand of Justice</b>	SC	R	•••••	MBe WS	FE	
T: Top 3 target white creatures you control to destroy any target creature. 2/6.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Iceborn Infantry</b>	SC	C	••	Multi W	FE	
1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, Dtu. 1/1.						
<b>Iceborn Javelineers</b>	SC	C	••	Multi W	FE	
When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SK. 1/1.						
<b>Iceborn Lieutenant</b>	SC	R	•	PVe WW	FE	
W1: Give target Soldier +1/+0 until end of turn. 1/2.						
<b>Iceborn Moneychanger</b>	SC	C	•••	Multi W	FE	
Lose 3 life when casting and put 3 counters on Iceborn Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, Dtu. 0/2.						
<b>Iceborn Phalanx</b>	SC	U	•••	KFo W4	FE	
Bands. 2/4.						
<b>Iceborn Priest</b>	SC	U	•••	Dtu W	FE	
WW1: Make target creature +1/+1 until end of turn. 1/1.						
<b>Iceborn Scout</b>	SC	C	•••••	Multi W	FE	
1. T: Give target creature first strike until end of turn. Artists: RAJ, Pfo, RKF, DSh. 1/1.						
<b>Iceborn Skirmishers</b>	SC	R	•••	Hfu W3	FE	
Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.						
<b>Iceborn Tower</b>	SOR	R	•••••	TWa WS	FE	
Put 4 Citizen tokens, which are 1/1 white creatures, in play.						
<b>Indestructible Aura</b>	INS	C	••	MPo W	LG	
Reduce to 0 all damage dealt to target creature until end of turn.						
<b>Infinite Authority</b>	EC	R	••	DSh WW4	LG, CH	
After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.						
<b>Island Sanctuary</b>	EN	R	•••	MPo W1	A,B,U,R,4TH	
If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.						
<b>Ivory Guardians</b>	SC	U	•••	MBe WW4	LG, CH	
Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3.						
<b>Jihad</b>	EN	R	•••••	BSn WWW	AN	
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.						
<b>Justice</b>	EN	U	•••••	Rtp WW2	IA	
Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.						
<b>Karma</b>	EN	U	•••••	Rth WW2	A,B,U,R,4TH	
Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.						
<b>Keepers of the Faith</b>	SC	C	••	DGe WW1	LG, CH	
2/3.						
<b>Kelsinko Ranger</b>	SC	C	•	MPo W	IA	
W1: One green creature gains first strike until end of turn. 1/1.						
<b>King Suleiman</b>	SC	R	••	MPo W1	AN	
T: Destroy an Efreet or Djinn. 1/1.						
<b>Kismet</b>	EN	U	•••••	KFo W3	LG,4TH	
All opponent's creatures, lands, and artifacts enter play tapped.						
<b>Kjeldoran Elite Guard</b>	SC	U	•••	MBe W3	IA	
T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.						
<b>Kjeldoran Guard</b>	SC	C	••	AWa W1	IA	
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.						
<b>Kjeldoran Knight</b>	SC	R	•••••	RSp WW	IA	
Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.						
<b>Kjeldoran Phalanx</b>	SC	R	•••	RKF W5	IA	
First strike, banding. 2/5.						
<b>Kjeldoran Royal Guard</b>	SC	R	•••••	LW1 WW3	IA	
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.						
<b>Kjeldoran Skycaptain</b>	SC	U	•••••	MPo W4	IA	
Flying, banding, first strike. 2/2.						
<b>Kjeldoran Skyknight</b>	SC	C	•••••	MPo W2	IA	
Flying, banding, first strike. 1/1.						
<b>Kjeldoran Warrior</b>	SC	C	•••	MPo W	IA	
Banding. 1/1.						
<b>Knights of Thorn</b>	SC	R	•••••	CRu W3	DK	
Protection from red, banding. 2/2.						
<b>Lance</b>	EC	U	••	RAJ W	A,B,U,R	
Target creature gains first strike.						
<b>Land Tax</b>	EN	R	•••••	BSn W	LG,4TH	
If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.						
<b>Lifelink</b>	EN	R	•••••	Mte WW2	LG	
Take 1 life whenever opponent taps a mountain.						
<b>Lightning Blow</b>	INS	R	•••	HMc W1	IA	
Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.						



**Land Tax and Fastbond:** Need a lot of land? Land Tax can do that. Need it all at once? Fastbond can do that. What are two great tastes that taste great together? You got it. Spend a couple of turns loading up on lands with Land Tax, then slam them all down at once with a Fastbond. Better yet, save a Reverse Damage, and gain back all the life (and more) taken away by the Fastbond.

LAND TAX						
<b>Exorcist</b>	SC	R	•••	Dtu WW	DK	
W1, T: Destroy target black creature. 1/1.						
<b>Eye for an Eye</b>	INS	R	•••••	MPo WW	AN,R,4TH	
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
<b>Farmstead</b>	EL	R	•	MPo WWW	A,B,U,R	
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.						
<b>Farrel's Mantle</b>	EC	U	•••	AWa W2	FE	
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.						
<b>Farrel's Zealot</b>	SC	C	••	Multi WW1	FE	
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.						
<b>Farrelite Priest</b>	SC	U	•	Pfo WW1	FE	
1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.						
<b>Fasting</b>	EN	U	••	DSh W	DK	
Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.						

FASTBOND						
<b>Neal</b>	INS	C	••	Mte W	IA	
Prevent 1 damage to any target. Draw a card at the beginning of the next turn.						
<b>Healing Salve</b>	INS	C	•••	Dfr W	A,B,U,R,4TH	
Gain 3 life, or negate up to 3 damage dealt to a target.						
<b>Heaven's Gate</b>	INS	U	••	DSh W	LG	
Change the color of one or more target creatures to white until end of turn.						
<b>Heroism</b>	EN	U	••	MPo W2	FE	
Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.						
<b>Hipparion</b>	SC	U	•••	DW1 W1	IA	
Hipparion cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.						
<b>Holy Armor</b>	EC	C	•••	MBe W	A,B,U,R,4TH	
Target creature gains +0/+2. W: +0/+1.						
<b>Holy Day</b>	INS	C	•••	JHa W	LG	
Creatures attack and block as normal but deal no damage.						
<b>Holy Light</b>	INS	C	•••	Dtu W2	DK	
Give all non-white creatures -1/-1 until end of turn.						
<b>Holy Strength</b>	EC	C	•••	AMa W	A,B,U,R,4TH	
Target creature gains +1/+2.						





## players guide

Name Kind CR Rating Artist Cost Sets Found

Lost Order of Jarkeld SC R ••• ARu WW2 IA

\* equals the number of creatures controlled by target opponent.  
1+\*/1+\*

Martyr's Cry SOR R ••• JMe WW DK  
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.

Martyrs of Korlis SC U ••• MOK WW3 AQ  
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.

Mercenaries SC R • CBr W3 IA  
If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.

Mesa Pegasus SC C ••• MBe W1 AB,UR,4TH

Flying, bands. 1/1.

Miracle Worker SC C ••• RSp W DK

T: Destroy target enchantment on one of your creatures. 1/1.

Moat EN R •••• JMe WW2 LG

Non-flying creatures cannot attack.

Moorish Cavalry SC C ••• DWi WW2 AN

Trample. 3/3.

Morale INS C •• MPo WW1 DK, 4TH

Give all attacking creatures +1/+1 until end of turn.

Northern Paladin SC R •••• DSh WW2 AB,UR,4TH

WW, T: Destroy a black card in play. 3/3.

Order of Leibniz SC C •••• Muli WW FE

Protection from black. WW +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1.

Order of the Sacred Torch SC R ••••• Rtp WW1 IA

T: Sacrifice 1 life to counter a black spell. 2/2.

Order of the White Shield SC U ••••• Rtp WW IA

Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.

Osai Vultures SC U • DFr W1 LG,4TH

Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.



SHIELD OF THE AGES

**Shield of the Ages:** Finally, a true all-purpose damage preventer. With its artifact status and colorless activation cost, the Shield of the Ages fits neatly into any deck that otherwise lacks damage prevention. The Conservator was just too clunky and limited to use, and the Rakalite was too damn annoying. The Shield of the Ages is just what you need.

Pearled Unicorn SC C •• CBr W2 AB,UR,4TH

2/2

Personal Incarnation SC R ••• KBi WW3 AB,UR,4TH

If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6

Petro Sphinx SC R ••• SEv WW2 LG, CH

T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4

Piety INS C •• MPo W2 AN,4TH

+0/+3 to all defending creatures until end of turn

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Pikemen	SC	C	•••	DDe	W1	DK,4TH
Banding, first strike. 1/1.						
Preacher	SC	R	•••	QHo	WW1	DK
T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.						
Presence of the Master	EN	U	•••	Pfo	W3	LG
Counter all new enchantments cast whenever Presence of the Master is in play.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Snow Hound	SC	U	•••	PMo	W2	IA
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.						
Spirit Link	EC	U	•••••	KFo	W	LG,4TH
Take 1 life for every point of damage target creature does.						
Spiritual Sanctuary	EN	R	•••	AWe	WW2	LG
Any player controlling plains takes 1 life during his or her upkeep.						
Squire	SC	C	•	DDe	W1	DK
1/2						



**Urza's Avenger and Blessing:** If you can get this combo together and keep your Avenger from getting shattered or disenchanting, you'll have a pretty ferocious beast. Need to block a flying creature? Need to band up a bunch of creatures to defend against a Thugoyf? Need trample to plow through those weenie defenders? No problem—give the relevant ability to the Avenger, and keep his strength up with Blessing.

## URZA'S AVENGER

## BLESSING

Prismatic Ward EC C ••• LWi W1 IA

Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

Purelace INT R ••• SEv W AB,UR,4TH

Change the color of one card being played or in play to white.

Rally INS C ••• Hlu WW IA

All blocking creatures gain +1/+1 until end of turn.

Rapid Fire INS R ••• JHo W3 LG

Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.

Red Scarab EC U ••• SEv W IA

Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.

Red Ward EC U ••••• DFr W AB,UR,4TH

Target creature gains protection from red.

Remove Enchantments INS C ••• BSa W LG

Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.

Repentant Blacksmith SC C ••••• Dfu W1 AN, CH

Protection from red. 1/2.

Resurrection SOR U ••••• DWi WW2 AB,UR

Take a creature from your graveyard and put it directly into play as if just summoned.

Reverse Damage INS R ••••• DWi WW1 AB,UR,4TH

All damage you have taken from any one source is added to, not subtracted from, your life total.

Reverse Polarity INS C ••••• JHo WW AQ,R

All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.

Righteous Avengers SC U ••••• HHu W4 LG

Plainswalk. 3/1.

Righteousness INS R ••••• DSh W AB,UR,4TH

Target defending creature gets +7/+7 until end of turn.

Sacred Boon INS U ••••• MRa W1 IA

Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.

Samite Healer SC C ••••• TWa W1 AB,UR,4TH

T: Prevent 1 damage to any target. 1/1.

Savannah Lions SC R ••••• DGe W AB,UR,4TH

2/1.

Seeker EC C ••••• MPo WW2 LG,4TH

Target creature may only be blocked by white or artifact creatures.

Seraph SC R ••••• CRu W6 IA

Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4

Serra Angel SC U ••••• DSh WW3 AB,UR,4TH

Flying. Does not tap to attack. 4/4

Shahrazad SOR R ••••• KFo WW AN

Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.

Shield Bearer SC C ••••• DFr W1 IA

Banding. 0/3.

Shield Wall INS U ••••• DSh W1 LG, CH

Give all your creatures +0/+2 until end of turn

Swords to Plowshares INS U ••••• KFo W AB,UR,4TH,IA

Remove target creature from game. Creature's controller gains life points equal to the creature's power.

Thunder Spirit SC R ••••• RAF WW1 LG

Flying, first strike. 2/2.

Tivadar's Crusade SOR U ••••• DDa WW1 DK

All Goblins are destroyed.

Tundra Wolves SC C ••••• QHo W LG,4TH

First strike. 1/1.

Veteran Bodyguard SC R ••••• DSh WW3 AB,UR

Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.

Visions SOR U ••••• Nth W LG,4TH

Look at the top 5 cards of any library, then reshuffle it if you so choose.

Wall of Caltrops SC C ••••• BSa W1 LG

If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.

Wall of Light SC U ••••• Rth W2 LG

Protection from black. 1/5.

Wall of Swords SC U ••••• MTe W3 AB,UR,4TH

Flying. 3/5.

War Elephant SC C ••••• KBi W3 AN, CH

Bands, trample. 2/2.

Warning INS C ••••• PMo W IA

Target attacking creature does no damage in combat this turn.

White Knight SC U ••••• DGe WW AB,UR,4TH

Protection from black, first strike. 2/2.

White Scarab EC U ••••• Pfo W IA

Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.

White Ward EC U ••••• DFr W AB,UR,4TH

Target creature gains protection from white.

Witch Hunter SC U ••••• JMy WW2 DK, CH

T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.

Wrath of God INS R ••••• QHo WW2 AB,UR,4TH

Bury all creatures in play

## LANDS

Adventure's Guildhouse LAN U ••••• TWa LG

All your green legends may bond with other legends.

Adarkar Wastes LAN R ••••• MRa IA

T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

Arena LAN R ••••• RAI BOOK

3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.

Badlands LAN R ••••• RAI AB,UR

T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.

Bayou LAN R ••••• JMy AB,UR

T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.

Bozaro of Baghdad LAN R ••••• JMe AN

T: Draw 2 cards from your library, immediately discard 3 cards from your hand.



Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Bottomless Vault</b> LAN R *** PMa FE Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.							<b>Karakas</b> LAN U **** NLe LG Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.							<b>Sand Silos</b> LAN R *** PMa FE Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
<b>Brushland</b> LAN R *** BWa IA T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.							<b>Karplusan Forest</b> LAN R *** NLe IA T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.							<b>Savannah</b> LAN R **** RAI AB,U,R T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.						
<b>Cathedral of Serra</b> LAN U • MPa LG All your white legends may band with other legends.							<b>Land Cap</b> LAN R **** LWi IA If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.							<b>Scrubland</b> LAN R ***** JMy AB,U,R T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.						
<b>City of Brass</b> LAN R **** MTe AN, CH T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.							<b>Lava Tubes</b> LAN R **** BWa IA If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.							<b>Seafarer's Quay</b> LAN U • TWa LG All your blue legends may band with other legends.						
<b>City of Shadows</b> LAN R ** TWa DK T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.							<b>Library of Alexandria</b> LAN R **** MPa AN T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.							<b>Snow-Covered Forest</b> LAN U — PMa IA T: Add G to your mana pool.						
<b>Desert</b> LAN C **** JMy AN T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.							<b>Maze of Ith</b> LAN U **** AMa DK T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.							<b>Snow-Covered Island</b> LAN U — AMa IA T: Add U to your mana pool.						
<b>Diamond Valley</b> LAN R ***** BSn AN T: Sacrifice a creature to gain life equal to its toughness.							<b>Mishra's Factory</b> LAN U **** KFo,Pfo AQ,4TH T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. T: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.							<b>Snow-Covered Plains</b> LAN U — CRu IA T: Add W to your mana pool.						
<b>Dwarven Hold</b> LAN R *** PMa FE Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.							<b>Mountain</b> LAN C — DSh AB,U,R,4TH,AN,IA T: Add R to your mana pool. Two Alpha versions, three versions in other sets.							<b>Snow-Covered Swamp</b> LAN U — DSh IA T: Add B to your mana pool.						
<b>Dwarven Ruins</b> LAN U • MPa FE Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.							<b>Mountain Stronghold</b> LAN U • TWa LG All your red legends may band with other legends.							<b>Sorrow's Path</b> LAN R • RAF DK T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.						
<b>Ebon Stronghold</b> LAN U • MPa FE Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.														<b>Strip Mine</b> LAN U ***** DGe AQ,4TH T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.						
<b>Elephant Graveyard</b> LAN R *** RAI AN T: Add 1. T: Regenerate an Elephant or Mammoth.														<b>Sulfurous Springs</b> LAN R *** Pfo IA T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.						
<b>Forest</b> LAN C — CRu AB,U,R,4TH,IA T: Add G to your mana pool. Two Alpha versions, three versions in other sets.														<b>Sylvan Temple</b> LAN U • MPa FE Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sylvan Temple to add UU to your mana pool.						



**Festival and Siren's Call:** Need to kill lots of your opponent's creatures, but don't feel like Wrathing out your own? Invite them all to party with Festival, then blast 'em with a Siren's Call. By the time they figure out what happened, their party will have moved to the graveyard.

## FESTIVAL

## SIREN'S CALL

<b>Glacial Chasm</b> LAN U ** LDa IA CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.					
<b>Halls of Mist</b> LAN R **** MPa IA CU: 1. No creature may attack if it attacked during its controller's last turn.					
<b>Hammerheim</b> LAN U **** BWa LG Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.					
<b>Havenwood Battleground</b> LAN U • MPa FE Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.					
<b>Hollow Trees</b> LAN R *** PMa FE Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.					
<b>Isolation Store</b> LAN R *** PMa FE Comes into play tapped. You may leave Isolation Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.					
<b>Ice Floe</b> LAN U *** JMe IA You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.					
<b>Island</b> LAN R — MPa AB,U,R,4TH,IA T: Add U to your mana pool.					
<b>Island of Wak-Wak</b> LAN R **** DSh AN T: Reduce the power of one flying creature to 0 until end of turn.					

<b>Oasis</b> LAN U *** BSn AN,4TH T: Negate 1 damage to any creature.					
<b>Pendelhaven</b> LAN U **** BWa LG Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.					
<b>Plains</b> LAN C — JMy AB,U,R,4TH,IA T: Add W to your mana pool. Two Alpha versions, three versions in other sets.					
<b>Plateau</b> LAN R ***** DTu AB,U,R T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.					
<b>Rainbow Vale</b> LAN R *** Kfo FE T: Add 1 mana of any color to your pool. Rainbow Vale passes to opponent at end of turn.					
<b>River Delta</b> LAN R **** SEv IA If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.					
<b>Ruins of Trakair</b> LAN U • MPa FE Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trakair to add WW to your mana pool.					
<b>Safe Haven</b> LAN R **** CRu DK 2. T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.					

<b>Underground River</b> LAN R *** Nth IA T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.					
<b>Underground Sea</b> LAN R **** RAI AB,U,R T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.					
<b>Unholy Citadel</b> LAN U • MPa LG All your black legends may band with other legends.					
<b>Urborg</b> LAN U *** BWa LG Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.					
<b>Urza's Mine</b> LAN C ** AMa AQ T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.					
<b>Urza's Power Plant</b> LAN C ** MTe AQ T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.					
<b>Urza's Tower</b> LAN C ** MPa AQ T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.					
<b>Veldt</b> LAN R **** BWa IA If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.					
<b>Volcanic Island</b> LAN R **** BSn B,U,R T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.					

\*/ = Restricted/Banned  
AC Artifact Creature

ART Artist  
CR Creature Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
HS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery





## players guide

## HOMELANDS

Name	Kind	CR	Artist	Cost	Sets Found
Description					

## ARTIFACT

<b>Apocalypse Chime</b>	ART	R	JIPo	2	HL
2. T: All cards in play from Homelands expansion are banished, including Apocalypse Chime.					
<b>Clockwork Gnomes</b>	AC	C	DSH	4	HL
3. T: Regenerate target artifact creature. 2/2.					
<b>Clockwork Steed</b>	AC	C	AWe	4	HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. Remove one counter at the end of any combat in which Steed attacked or blocked. X: T: Add X counters to Steed. Maximum four counters. 0/3.					
<b>Clockwork Swarm</b>	AC	C	AWe	4	HL
Cannot be blocked by walls. Put 4 +1/+0 counters on Swarm. Remove one counter at the end of any combat in which Swarm attacked or blocked. X: T: Add X counters to Swarm. Maximum four counters. 0/3.					
<b>Diggerdoo</b>	ART	R	MBe	1	HL
3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.					
<b>Ebony Rhino</b>	AC	C	AWe	7	HL
Trample. 4/5.					
<b>Feroz's Ban</b>	ART	R	HHu	6	HL
Summon Spells cost and additional 2 to cast.					
<b>Joven's Tools</b>	ART	R	NLe	6	HL
4. T: Target creature cannot be blocked except by walls until end of turn.					
<b>Roterothopter</b>	AC	C	AWe	1	HL
Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.					
<b>Serrated Arrows</b>	ART	C	DCh	4	HL
When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. Remove counter to give -1/-1 to target creature.					



**Baron Sengir:** Hands down, black rules Homelands—and Baron Sengir is their king! If you hated the Sengir Vampires you'll hate their master. A 5/5 vampire that gains +2/+2 for it's kills and can keep bringing it's minion vampires back from the graveyard. Wooden stake anyone?

## BLACK

<b>Baron Sengir</b>	SC	R	PVe	BBB5	HL
Flying. Gains +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire.					
<b>Black Carriage</b>	SC	R	DCh	BB3	HL
Trample. Doesn't untap as normal during untap phase. O: Sacrifice a creature to untap Black Carriage. Do this only during your upkeep.					
<b>Broken Visage</b>	INS	R	MKG	B4	HL
Bury target non-artifact attacking creature and put shadow token into play. Treat this token as a black creature with power and toughness equal of the attacking creature. Bury token at the end of turn.					
<b>Cemetery Gate</b>	SC	C	MBe	B2	HL
Protection from black. 0/5. (Two versions)					

Name	Kind	CR	Artist	Cost	Sets Found
Description					

<b>Drudge Spell</b>	EN	U	NTh	BB	HL
8: Remove 2 creatures from graveyard out of game. Bring taken Skeleton into play. Skeleton is a black 1/1 creature. 8: regenerates. All skeletons are discarded if Drudge Spell leaves play.					
<b>Dry Spell</b>	SOR	C	BSn	B1	HL
Dry Spell deals 1 damage to each creature and player. (Two versions)					



## JOVEN'S TOOLS

## CLOCKWORK SWARM

<b>Feast of the Unicorn</b>	EC	C	DDe	B3	HL
Target creature gets +4/+0. (Two versions)					
<b>Funeral March</b>	EC	C	MBe	BB1	HL
When target creature leaves play, that creature's controller must sacrifice a creature he controls. Ignore this effect if he controls no other creatures.					
<b>Ghost Hounds</b>	SC	U	JMe	B1	HL
Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.					
<b>Grandmother Sengir</b>	SC	R	PVe	B4	HL
B1. T: Target creature -1/-1 until end of turn. 3/3.					
<b>Greater Werewolf</b>	SC	C	DDer	B4	HL
After combat, put a 0/-1 counter on all creatures that blocked werewolf. 2/4.					
<b>Headstone</b>	INS	C	DCh	B3	HL
Remove target card in any graveyard from game. Draw a card during next turn's upkeep.					
<b>Irini Sengir</b>	SC	U	PVe	BB2	HL
All white and green enchantments cost an extra 2 to cast. 2/2.					
<b>Ishan's Shade</b>	SC	U	CKu	BBB3	HL
Protection from white. 5/5.					
<b>Koskun Falls</b>	EW	R	RAI	BB2	HL
During your upkeep, tap target creature you control or bury Koskun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.					
<b>Sengir Autocrat</b>	SC	R	DCh	B3	HL
When Sengir Autocrat comes into play, put three self tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, bury all self tokens. 2/2.					
<b>Sengir Bats</b>	SC	C	DFi	BB1	HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by the Bats, Sengir Bats Receive +1/+1. 1/2. (Two versions)					
<b>Timmerian Fiends</b>	SC	R	MKG	BB1	HL
Remove Timmerian Fiends from your deck if not playing for ante. BBB Sacrifice Timmerian Fiends to bury target artifact owned by any opponent into your graveyard. Put Timmerian Fiends into that opponent's graveyard. This card change is permanent. The opponent may ante an additional card to counter this effect. 1/1.					
<b>Torture</b>	EC	C	MTe	B	HL
B1 Place -1/-1 token on creature Torture enchants. (Two versions)					
<b>Veldrane of Sengir</b>	SC	R	SVC	BB5	HL
BB1 Forestwalk and -3/0 5/5					



<b>Aether Storm</b>	EN	U	MTe	3U	HL
No summon spell may be cast. Any player may pay 4 life to bury Aether Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.					

Name	Kind	CR	Artist	Cost	Sets Found
Description					

<b>Baki's Curse</b>	SOR	R	NLe	UU2	HL
Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.					
<b>Chain Stasis</b>	INS	R	PMo	U	HL
Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.					

## Joven's Tools and Clockwork Swarm:

This combination won't appear in any weenie decks, but if you have the mana, how does a creature that can't be blocked—at all—sound? Clockwork Swarm ignores walls, Joven's Tools ignores everything but walls. Throw on something like Feast of the Unicorn and now your ready for some real hard hitting.

<b>Coral Reef</b>	EN	Cn	AWe	UU	HL
Put four polyh counters on Coral Reef. O: sacrifice an Island for 2 polyh. U: tap and place +0/+1 counter on target blue creature you control. Remove 1 polyh counter.					
<b>Dark Maze</b>	SC	C	RAI	U4	HL
O: Dark Maze can attack this turn. At the end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control. (Two versions)					
<b>Forge</b>	SOR	R	MKG	UU	HL
Target player chooses and discards 2 cards from his or her hand. If that player doesn't have enough cards, discard the whole hand. Player then draws as many new cards as were discarded.					
<b>Giant Albatross</b>	SC	C	DCh	U1	HL
Flying. U1: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Albatross is put into the graveyard from play. (Two versions)					
<b>Giant Oyster</b>	SC	U	NLe	UU2	HL
You may choose not to untap Giant Oyster during your untap phase. T: Target tapped creature does not untap during its untap phase as long as Giant Oyster remains tapped. During your upkeep, place a -1/-1 counter on target creature. If Giant Oyster leaves play, all counters are discarded.					
<b>Jinx</b>	INS	C	MKG	U1	HL
Target land becomes basic land of your choice until end of turn. Draw a card at the beginning of the next turn's upkeep.					
<b>Labyrinth Minotaur</b>	SC	C	AMo	U3	HL
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4 (Two versions)					
<b>Marjhan</b>	SC	R	DGe	UU5	HL
Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marjhan. UU: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep. UU -1/0 until the end of turn. Marjhan deals 1 damage to target attacking creature without flying. 8/8.					
<b>Memory Lapse</b>	INT	C	MTe	U1	HL
Counter target spell. Put that spell on top of its owner's library. (Two versions)					
<b>Merchant Scroll</b>	SOR	C	Ldoh	U1	HL
Search library for blue instant or interrupt. Show cards to all opponents and place in your hand. Reshuffle library afterwards.					
<b>Mystic Decree</b>	EW	R	LdA	UU2	HL
All creatures loose flying and islandwalk.					
<b>Narwhal</b>	SC	R	DCh	UU2	HL
First strike, Protection from red. 2/2					
<b>Reef Pirates</b>	SC	C	TWa	UU1	HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2. (Two versions)					
<b>Reyeko, Wizard Savant</b>	SC	R	SVC	UU2	HL

Name	Kind	CR	Artist	Cost	Sets Found	Name	Kind	CR	Artist	Cost	Sets Found	Name	Kind	CR	Artist	Cost	Sets Found
Description						Description						Description					
Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.						Shrink	INS	C	LDa	G	HL	Onsh Mine Deals 2 damage to land's controller.					
Sea Sprite	SC	U	SVC	U1	HL	Spectral Bears	SC	U	PMa	G1	HL	Retribution	SOR	U	MTe	RR2	HL
Flying. Protection from red. 1/1						If Spectral Bears is declared as an attacker and defending player controls no black cards, Spectral Bears do not untap during controller's next untap phase. 3/3.						Choose Two creatures controlled by opponent. Bury one of these creatures and put a -1/-1 counter on the other. That opponent chooses which creature is buried.					
Sea Troll	SC	U	DGa	U2	HL	Willow Faerie	SC	C	SVC	G1	HL	Winter Sky	SOR	R	MKG	R	HL
U: Regenerate. Use this ability only during a turn in which Sea Troll blocked a blue creature or a blue creature blocked Sea Troll. 2/1.						Flying. 1/2. (Two versions)						Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.					
Wall of Kelp	SC	R	ARa	UU	HL	Willow Priestess	SC	R	SVC	GG2	HL						
UB, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.						T: Take Faerie from your hand and put it directly into play as if it were just summoned. G2: Target green creature gains protection from black until the end of turn. 2/2.											

## GREEN

An-Haava Constable	SC	U	Dfr	GG1	HL
Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+.					
An-Haava Inn	SOR	U	B5n	GG1	HL
Gain 1+X life where X is the number of green creatures in play.					
Autumn Willow	SC	R	MOK	GG4	HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn.					
Carapace	EC	C	AMa	G	HL
Target creature gets +0/+2. Sacrifice Carapace to regenerate the creature it enchants. (Two versions)					
Daughter of Autumn	SC	R	MOK	GG2	HL
W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.					
Faerie Noble	SC	R	SVC	G2	HL
Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 1/2					
Folk of An-Haava	SC	C	JBa	G	HL
If assigned as a blocker, Folk of An-Haava get +2/+0 until end of turn. 1/1. (Two versions)					
Hungry Mist	SC	C	HHu	GG2	HL
6/2. During your upkeep, pay GG or bury Hungry Mist. (Two versions)					



AETHER STORM



DIDGERIDOO

**Aether Storm and Didgeridoo:** Minotaurs are all the rage in the Homelands, so much so even blue sports a species. Perhaps there is reason for this? Casting Aether Storm puts a freeze on summons, but with Didgeridoo you can overcome that obstacle and get out any Minotaur, anytime, for but a mere 3 mana. And Aether Storm is blue too. This isn't just coincidence!

Joven's Ferrets	SC	C	AWe	G	HL
If Joven's Ferrets attack, they get +0/+2 until the end of turn. At the end of combat, top all creatures which blocked Joven's Ferrets. These creatures do not untap as normal during their controller's next untap phase. 1/1					
Leaping Lizard	SC	C	AWe	GG1	HL
1G: Flying and 0/1 until the end of turn.					
Mammoth Harness	EC	R	MBe	G3	HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.					
Primal Order	EH	R	RAI	GG2	HL
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he or she controls.					
Renewal	SOR	C	KFo	G2	HL
Sacrifice a land to search your library and put a basic land into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.					
Root Spider	SC	U	MKi	G3	HL
If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2					
Roots	EC	U	Nle	G3	HL
Tap target creature without flying. That creature does not untap during its controller's untap phase.					
Rysorian Badger	SC	R	HHu	G2	HL
If Rysorian Badger attacks and is not blocked, you may choose to have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain 1 life for each creature removed. 2/2.					

All minotaurs are +0/+1. 1/3.					
Chandler	SC	C	DSh	R4	HL
RRR, T: Destroy target artifact creature. 3/3					
Dwarven Pony	SC	R	MOK	R	HL
R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1					
Dwarven Sea Clan	SC	U	AWe	R2	HL
T: At the end of combat, Dwarven Sea Clan Deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands.					
Dwarven Trader	SC	C	MOK	R	HL
1/1 (Two versions)					
Eron the Relentless	SC	U	CRu	RR3	HL
RRR, regenerates. Can attack the turn it comes into play on your side. 5/2					
Evaporate	SOR	U	ARa	R2	HL
Deal 1 damage to each blue and white creature.					
Heari Wolf	SC	R	MOK	R3	HL
First strike. T: Target dwarf gains first strike and +2/+0 until the end of turn. If that Wolf leaves play this turn, bury Heari Wolf. Use this ability only when attack or defense is announced. 2/2					
Ironclaw Curse	EC	R	DDe	R	HL
Target creature gets -0/-1. That creature cannot be assigned to block any creature with a power greater or equal to the creature's toughness. Ironclaw Curse enchants.					
Joven	SC	C	DSh	RR3	HL
RRR, T: Destroy target non-creature artifact. 3/3					
Orchish Mine	EL	U	KFo	RR1	HL
When Orchish Mine comes into play, place three ore counters on it. During upkeep remove one counter when ever target land is tapped. Destroy land Orchish Mine enchants when last counter is removed.					

## WHITE

Abbey Gargoyles	SC	U	CRu	WW2	HL
Flying. Protection from red. 3/4.					
Abbey Matron	SC	C	MKG	2WW	HL
W, T: +0/+3 till end of turn. 1/3 (Two versions)					
Aysen Bureaucrats	SC	C	ARa	W1	HL
Top target creature with power no greater than 2. 1/1.					
Aysen Crusader	SC	R	NTh	WW2	HL
X equals number of heroes in play. 2+X/2+X					
Aysen Highway	EN	R	NTh	WWW3	HL
All white creatures gain plainswalk.					
Beast Walkers	SC	R	HHu	WW1	HL
G: Banding until the end of turn. 1/1.					
Death Speakers	SC	U	DSh	W	HL
W: Protection from black. 1/1.					
Hazduhr the Abbot	SC	R	Dfr	WW3	HL
X, T: Redirect to Hazduhr X damage dealt to white you control. 2/5.					
Leeches	SOR	R	ARa	WW1	HL
Target player removes all poison counters. Player takes 1 damage for each poison counter removed.					
Mesa Falcon	SC	C	MPo	W1	HL
Flying. W1: +0/+1 until end of turn. 1/1. (Two versions)					
Prophecy	SOR	C	CRu	W	HL
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Draw a card at the beginning of the next turn's upkeep.					
Rashka the Slayer	SC	U	CRu	WW3	HL
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.					
Samite Alchemist	SC	C	TWc	W3	HL
WW, T: Prevent up to 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. 0/2. (Two versions)					
Serra Aviary	EW	R	Nle	W3	HL
All creatures with flying get +1/+1					
Serra Bestiary	EC	C	AMa	WW	HL
Pay WW during your upkeep or bury Serra Bestiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost.					
Serra Inquisitors	SC	U	DDe	W4	HL
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.					
Serra Paladin	SC	C	PVc	WW2	HL
T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2					
Soraya the Falconer	SC	R	DDe	WW1	HL
All falcons +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.					
Trade Caravan	SC	C	KFo	W	HL
During your upkeep, put a currency counter on Trade Caravan. O: Remove two currency counters from Trade Caravan to untap target basic land. Use this ability only during any opponent's upkeep. 1/1 (Two versions)					
Truce	IYS	R	MBe	W2	HL
Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.					

## LANDS

An-Haava Township	Land	R	LDa	HL
T: To add 1 colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add W to your pool. 2, T: Add R to your pool.				
Aysen Abbey	Land	U	LDa	HL
T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool.				
Castle Sangir	Land	R	PVc	HL
T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.				
Koskun Keep	Land	U	PMa	HL
T: add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.				
Wizards' School	Land	U	PMa	HL
T: Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add W to your pool. 2, T: Add B to your pool.				

•/- Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CJ Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
Ek Enchantment

EW Enchant World  
IYS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery



# INQUEST

## players guide

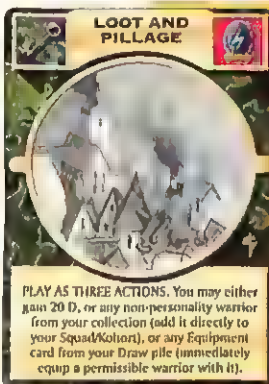


### DOOMTROOPER

#### ART

Name	Rarity	Artist	Affiliation	Type
<b>Command</b>	U	PBo	Bro	Changeling
Use as an attack action. Cost 6 D. Force an opponent's warrior to attack a warrior of your choice. If the attacker is hurt, its controller gains D equal to twice its V. If the defender is hurt, you get D equal to its D.				
<b>Discern Truth</b>	U	PBo	Bro	Manipulation
Cast any time. For each 3 D, you may ask an opponent one yes or no question about his or her hand. The opponent may refuse to answer truthfully for 5 D.				
<b>Elemental Ball</b>	C	PBo	Bro	Elements
Personal combat. Caster gains +2 Fight for every 2 D.				
<b>Elemental Bolt</b>	C	PAJ	Bro	Elements
Personal combat. Caster gains +2 Shoot for every 2 D.				
<b>Elemental Wall</b>	C	PBo	Bro	Elements
Personal combat. Caster gains +2 Armor for every 2 D.				
<b>Empathy</b>	R	PBo	Bro	Changeling
Play as one action. For each 10 D, one player must tell you all the details of his or her next attack plan, and if he or she will attack.				
<b>Exorcise Dark Influences</b>	C	TBo	Bro	Exorcism
Combat. For each 1 D, target warrior is immune to the effects of one Dark Symmetry Gift.				
<b>Exorcise Disease</b>	C	SPa	Bro	Exorcism
Combat. Target warrior gains +1 Armor or is immune to the effects of one Gift of Demnagonis card for each 2 D spent.				
<b>Exorcise Evil Thoughts</b>	C	PBo	Bro	Exorcism
Combat. Target warrior gains +1 Armor or is immune to the effects of one Gift of Muowijhe card for each 2 D spent.				
<b>Exorcise Infection</b>	C	SPa	Bro	Exorcism
Combat. Target warrior gains +1 Armor or is immune to the effects of one Gift of Ilian card for each 2 D spent.				
<b>Exorcise Poison</b>	C	SPa	Bro	Exorcism
Combat. Target warrior gains +1 Armor or is immune to the effects of one Gift of Semai card for each 2 D spent.				
<b>Exorcise Self</b>	U	PBo	Bro	Mentalism
Cast at any time. Caster is unaffected by Dark Symmetry cards until the beginning of your next turn.				
<b>Exorcise Wound</b>	C	SPa	Bro	Exorcism
Combat. Target warrior gains +1 Armor or is immune to the effects of one Gift of Algorith card for each 2 D spent.				
<b>Exorcism</b>	U	PBo	Bro	Changeling
Cast any time. For every 5 D, one Doomtrooper is turned from a Heretic to normal. Any Dark Symmetry cards on the warrior must first be removed at a cost of 3 D each.				
<b>Explosion</b>	R	SPa	Bro	Kinetics
Personal Combat. Give the caster +5 fight and shoot for each 3 D spent.				
<b>Fly</b>	U	SPa	Bro	Mentalism
Cast at any time. Caster may not be attacked until the beginning of your next turn. If the caster attacks, it gains +2 to all scores.				
<b>Gaze</b>	R	PBo	Bro	Premonition
Play any time. For each 10 D spent, you may look through one player's deck. Shuffle the deck afterwards.				
<b>Greater Domination</b>	R	PBo	Bro	Manipulation
For each 2 D spent, you may look at a player's hand and discard 2 of his or her cards.				
<b>Greater Hypnosis</b>	R	SPa	Bro	Changeling
Play during combat. Change the defender to any other warrior in play, regardless of affiliation.				
<b>Greater Telepathy</b>	R	PAJ	Bro	Manipulation
Change the attacker and/or defender of the current battle to any two warriors in play and dictate the battle tactic used.				
<b>Improve Self</b>	U	PBo	Bro	Mentalism
Cast at any time. All of the caster's scores are doubled until the beginning of your next turn.				
<b>Invulnerability</b>	U	SPa	Bro	Mentalism
Cast at any time. Caster may not be wounded or killed until the beginning of your next turn.				

Name	Description	Rarity	Artist	Affiliation	Type
<b>Item Vision</b>	Cast at any time. For every 4 D spent, you may look at an opponent's hand.	U	SPa	Bro	Premonition
<b>Lesser Domination</b>	Play at any time. You may look at an opponent's hand and discard one card for each 5 D spent.	C	SPa	Bro	Changeling
<b>Lesser Hypnosis</b>	Combat. Change the Defender of the combat to any other legal warrior in play.	C	PAJ	Bro	Manipulation
<b>Lesser Telepathy</b>	Combat. Change the battle tactic used for this combat.	C	PBo	Bro	Premonition
<b>Levitation</b>	Personal combat. The caster gains +1 to all abilities for each 1 D spent.	U	PBo	Bro	Kinetics
<b>Mind Wall</b>	Play at any time. For each 1 D, target warrior is immune to the effects of one Dark Symmetry card until the beginning of your next turn.	C	SPa	Bro	Changeling
<b>Phantasm</b>	Personal combat. The caster may duplicate the scores of any Brotherhood member in play (4 D), any Doomtrooper in play (6 D), or any Dark Legion in play (10 D).	U	SPa	Bro	Kinetics
<b>Premonition</b>	Combat. Change the defender in an attack to any of your other warriors.	U	PBo	Bro	Premonition
<b>Presence</b>	Combat, must be fighting a Dark Legion warrior. Target warrior gains +1 Armor for each 1 D spent.	C	PBo	Bro	Premonition
<b>Proficiency</b>	Beginning of your turn. All spells cast by this caster this turn cost 1 D less to cast or improve (minimum of 1 D).	C	PBo	Bro	Mentalism
<b>Resist Elements</b>	Personal combat. Caster gains +1 Armor. In addition, caster gains +1 Armor for each 2 D spent.	C	SPa	Bro	Elements



### LOOT AND PILLAGE

<b>Shield</b>	C	SPa	Bro	Kinetics
Personal combat. Caster gains +1 Armor for each 1 D spent.				
<b>Speed</b>	U	PBo	Bro	Mentalism
Personal combat. After combat modifiers have been played, the caster strikes first. If the caster wounds the opponent, the combat is immediately over.				
<b>Strike</b>	C	SPa	Bro	Kinetics
Personal combat. Caster gains +1 Shoot for each 1 D spent.				
<b>Suggestion</b>	U	PBo	Bro	Manipulation
Cast during an opponent's attack. The affected player must attack with a warrior of your choice for this combat.				
<b>Telepathic Message</b>	U	PBo	Bro	Manipulation
Cast at any time. The affected player must attack a warrior of your choice during his or her next turn.				
<b>Teleportation</b>	C	SPa	Bro	Kinetics
Any time. For each 1 D spent, transfer one equipment card between Doomtroopers of the same squad or back to your hand.				
<b>True Path</b>	C	PBo	Bro	Premonition
Before drawing cards. Draw 1 extra card for each 3 D. Keep 1 of the extra cards and discard the rest.				

### GRIZZLY BATTLE TANK

<b>Invoke Pain</b>	U	PBo	-	Gift
For each 3 D spent, one warrior of your choice may not attack until the beginning of your next turn.				
<b>Mind Melt</b>	U	SPa	-	Gift of Semai
This warrior gains +2 to Fight and Shoot.				
<b>Necrovisal Link</b>	R	TBo	-	Gift of Algorith
Play on a Nephrite of any apostle. Spend an action to look at another player's hand.				
<b>Portal of Dark Healing</b>	R	SPa	-	Gift of Algorith
Play on a Nephrite of any apostle. If this warrior is wounded, it may spend three actions to heal itself.				
<b>Portal of Undeath</b>	R	SPa	-	Gift of Algorith
Play on a Nephrite of Algorith only. Whenever this Nephrite kills a warrior, you may put an Undead Legionnaire from your collection into play.				
<b>Possess</b>	R	PBo	-	Gift of Semai
Any Doomtroopers killed by this warrior become Heretics instead and come under your control.				
<b>Resist Pain</b>	C	SPa	-	Gift
Warrior gains +1 Armor.				
<b>Send Dreams</b>	U	PAJ	-	Gift of Muowijhe
This warrior may spend 5 D during combat to send any enemy warrior into cover.				

Name	Description	Rarity	Artist	Affiliation	Type
<b>DARK SYMMETRY</b>					
<b>Animate Dead</b>	Once per turn, use three actions to bring a warrior from any discard pile into your Kohort. The warrior's attributes are halved, and it cannot use Art or Dark Symmetry cards.	R	PBo	-	Gift of Demnagonis
<b>Blindness</b>	This warrior's opponents suffer -2 to their Fight and Shoot.	C	TBo	-	Gift
<b>Confuse</b>	This warrior can change the battle tactics of any combat it is involved in at any time.	R	PBo	-	Gift of Muowijhe
<b>Control Mind</b>	Once per turn, use 3 actions to either force an enemy warrior to attack or prevent it from attacking during its player's next turn.	U	SPa	-	Gift of Semai
<b>Dark Fire</b>	Warrior gains +1 Fight	C	SPa	-	Gift
<b>Decay</b>	Spend 10 D to discard any one equipment card in play.	U	LED	-	Gift of Demnagonis
<b>Deform</b>	All combat opponents of this warrior suffer -2 to their Armor.	U	SPa	-	Gift of Demnagonis
<b>Dimensional Hole</b>	Opponents wounded by this warrior are automatically killed.	U	SPa	-	Gift of Ilian
<b>Dimensional Warp</b>	Opponents wounded by this warrior are automatically killed.	U	LED	-	Gift of Algorith
<b>Disrupt Power</b>	This warrior is immune to the effects of Art and Dark Symmetry cards.	U	SPa	-	Gift of Ilian
<b>Distort</b>	Spend 10 D to discard any one equipment card in play.	U	SPa	-	Gift of Algorith
<b>Flow of Acid</b>	Once per turn, use three actions to do 1 point of damage to every warrior for each 3 D spent. This counts as an attack.	R	SPa	-	Gift of Algorith
<b>Hand of Death</b>	This warrior gains +2 to Fight and Shoot.	U	PBo	-	Gift of Ilian
<b>Illusion</b>	This warrior may spend 3 D to cancel a combat it is involved in. Any cards played during combat are discarded, and this warrior must immediately go into cover.	U	PBo	-	Gift of Semai
<b>Indigestion</b>	All combat opponents of this warrior suffer -2 to their Armor.	U	LED	-	Gift of Algorith
<b>Infection</b>	Opponents wounded by this warrior are automatically killed.	U	SPa	-	Gift of Demnagonis
<b>Insane Dance</b>	All combat opponents of this warrior suffer -2 to their Fight and Shoot.	U	PBo	-	Gift of Muowijhe
<b>Invoke Frenzy</b>	Spend an action to put a counter on one of your wounded Dark Legion warriors. That warrior is healed, but it gets -1 Armor for each counter.	R	PBo	-	Gift of Algorith

**Loot and Pillage & Grizzly Battle Tank:** The most popular new trick on Mars. Don't want to deal with the Double Dragon requirement to get that Grizzly Battle Tank into play? Just slap down the Loot and Pillage and make that Grizzly growl! Hey, it says "any non-personality warrior!"

Name	Rarity	Artist	Affiliation	Type	Name	Rarity	Artist	Affiliation	Name	Rarity	Artist	Affiliation
Description					Description				Description			
<b>Shroud</b> Spend one action to prevent anyone from attacking until the beginning of your next turn.	R	LED	-	Gift of Semai	<b>Cybernetic Retinas</b> Warrior gains +3 Fight and Shoot, and is immune to cards which cause blindness.	R	TBa	Gen	<b>Sherman .74 Model 13 "Bolter"</b> Warriors gains +2 Fight and +2 Shoot. A warriors may attack with two handguns.	U	PBo	Cap
<b>Sleep</b> Spend one action to prevent target warrior from attacking or being attacked until the beginning of your next turn.	R	SPa	-	Gift of Muawijhe	<b>Death Lockdown</b> Warrior gains +3 Shoot and opponent gets -2 Shoot.	R	PBo	Gen	<b>Shrieketh</b> Warrior gains +1 Shoot. If this warrior kills another warrior with the Shrieketh, place a Heretic from your collection into your Kohort.	R	PBo	Dor
<b>Terror</b> This warrior's opponents suffer -1 to their Armor.	C	SPa	-	Gift	<b>Demolition Kit</b> If the warrior is affected by a fortification, he may discard this card to destroy the fortification.	U	PBo	Gen	<b>SMG MK. III "Interceptor"</b> Warriors gains +2 Shoot.	U	PBo	Imp
<b>Time Death</b> This warrior's attacks always resolve first.	R	SPa	-	Gift of Ilian	<b>First Aid Kit</b> Discard to heal a wounded comrade. May not be used on a just killed warrior.	C	TBa	Gen	<b>Smoke Bomb</b> Discard during combat to retreat from combat before it begins, ending the attack action.	U	PBo	Gen
<b>Time Rot</b> Spend one action to put an age marker on an enemy warrior. For every 3 age markers, a warrior gets -1 to all of its scores. If the warrior's Value reaches 0, it is discarded.	R	PBo	-	Gift of Demnogonis	<b>Fukimura No. 12, "Kamikaze"</b> All of the warrior's abilities are doubled. Cannot be used with other weapons.	R	JJo	Mis				
<b>True Gale</b> For each 10 D spent, add one of your warrior of your opponent's choice to the current battle.	R	PBo	-	Gift of Ilian	<b>Gehenna Puker</b> Warrior gains +6 Shoot.	R	TBa	Gen				
<b>Wind of Insanity</b> Once per turn, spend 5 D as an action to do 1 D damage to each warrior in play. If this is equal to or greater than a warrior's Armor, it is wounded. You get points for warriors killed this way.	U	PBo	-	Gift of Muawijhe	<b>Grenade Launcher</b> Warrior gains +3 Shoot.	R	TBa	Gen				

### EQUIPMENT

Name	Rarity	Artist	Affiliation
<b>AC-40 "Justifier"</b> Warrior gains +3 to Fight and Shoot.	U	PBo	Bro
<b>AH/UH-19 Grapesat Guardian</b> All of the warrior's abilities are doubled. Cannot be used with other weapons.	R	JJo	Cap
<b>Bacteria Grenade</b> Warrior gains +4 to Fight and Shoot. Discard after one use. Opposing warrior becomes diseased if it does not die. Its controller must pay 3 D or its Value is reduced by 1. The warrior is discarded if its Value drops to 0.	U	PBo	Dor
<b>Bauhaus Great Inferior</b> Place Inferior in your squad as one action. You must spend 6 D to put the Inferior into play. Each turn, you may spend three actions to destroy one Fortification in play.	R	JJo	Bau

<b>Kratich</b> Warriors gains +3 Shoot.	U	PBo	Dor
<b>L&amp;A Plasma Carbine</b> Warrior gains +3 Shoot.	U	TBa	Gen
<b>Moris Sword</b> As 1 action, you may give 1 Art card that the owner can cast to the sword instead. The Brother gains +1 Fight for every card on the sword.	U	SPa	Bro
<b>Nimrod Autocannon</b> +3 Shoot. Warrior may attack two opponents in one attack action. The same warrior may be attacked twice. Treat each attack separately.	R	PBo	Cap
<b>Personal Anti-Personal Mines</b> Discard this card to automatically kill an opponent in combat with this warrior. This warrior becomes wounded and combat ends.	R	SPa	Gen
<b>Portable Force Shield</b> Warrior gains +6 Armor.	R	PBo	Gen

**MISCOMMUNICATION**

PLAY IMMEDIATELY AFTER A PLAYER PLAYS ANY SPECIAL CARD. The SPECIAL card that was just played has no effect on play. It is discarded. This card has no effect if someone else plays a Miscommunication on it.

**Miscommunication:** Everyone agrees this should be one of the first five cards to go into your deck. By negating the effects of Special cards, Miscommunication gives you a bit of control over your opponents' schemes!

**ALGEROTH-APOSTLE OF WAR**

PERSONALITY: APOSTLE. May never participate in combat or be in cover. While in play, your Dark Legion warriors may be equipped with any 1 equipment card, regardless of affiliation requirements, at any time and with no action cost. Algeroth may also discard any equipment card in play as three actions.

**WRATH OF ALGEROTH**

PLAY AT ANY TIME. All Equipment cards in play are discarded, except those held by FOLLOWERS OF ALGEROTH.

**Algeroth—Apostle of War/Wrath of Algeroth:** The perfect combo for the all-Algeroth deck. Control the flow of Equipment in the entire game! Just make sure your opponent doesn't have an Algeroth deck, too!

ALGEROTH-APOSTLE OF WAR				WRATH OF ALGEROTH			
Name	Rarity	Artist	Affiliation	Name	Rarity	Artist	Affiliation
<b>Bayonet</b> Shoot weapon may be used as a Fight weapon. Warrior gains +2 Fight. A weapon may only have one Bayonet.	C	PBo	Gen	<b>Psycho Scanner</b> If this warrior is attacked, it may immediately go into cover for free. This does not end combat.	R	SPa	Gen
<b>Blessed Armor</b> Warrior is immune to Dark Symmetry cards.	R	PBo	Bro	<b>Punisher Blade</b> Warrior gains +1 Fight.	U	TBa	Cyb
<b>Cap 7000P</b> All of the warrior's abilities are doubled. Cannot be used with other weapons.	R	JJo	Cyb	<b>Punisher Handgun</b> Warriors gains +1 Fight and +1 Shoot. A warriors may attack with two handguns.	U	TBa	Gen
<b>Capitol Sword of Honor</b> Warrior gains +1 Fight	U	PBo	Cap	<b>Purple Shark</b> Warrior gains +4 Shoot and Armor. Spend 5 D to escape a fight combat. Flip a coin whenever Purple Shark is used. On heads, the warrior is wounded. On tails, the Purple Shark is discarded.	R	PBo	Cap
<b>Clansman Claymore</b> Warrior gains +1 Fight and +1 Armor when fighting the Dark Legion. A Clansman gains +2 Fight and +2 Armor when fighting the Dark Legion.	U	PBo	Imp	<b>Radar Scanner</b> This warrior cannot be attacked by airships, although he can still be attacked by a warrior equipped with an airship.	C	SPa	Gen
<b>Combat Armor</b> Warrior gains +1 Armor. A warrior may only have one suit of Armor.	C	SPa	Gen	<b>Reverberating Sharpener</b> Warrior gains +1 Fight.	C	PBo	Gen
<b>Composite Armor</b> Warrior gains +4 Armor.	R	SPa	Gen	<b>Scalper</b> Warriors gains +1 Fight and its opponent gets -1 Fight	U	PBo	Mis
<b>Curator Sword</b> Warriors gains +2 Fight. A Curator gains +4 Fight. A warrior wounded by this sword is automatically killed.	U	Paul	Dor	<b>Scythe of Semai</b> Warrior gains +4 Fight and Shoot. Warriors wounded by the Scyth of Semai are automatically killed. If given to a Pretonan Stalker, that warrior gains an additional +4 Shoot	R	PBo	Dor
<b>Cybernetic Power Arm</b> Warrior gains +4 Fight. A warrior may have up to two Cybernetic Power Arms.	R	TBa	Gen				

<b>T-32 "Wolf Claw" JBT</b> All of the warrior's scores are doubled. Cannot be used with other weapons.	R	JJo	Bau
<b>Telescopic Sight</b> Warrior gains +1 Shoot. A weapon may only have one Telescopic Sight.	C	TBa	Gen
<b>Ticker</b> Discard to give warrior +2 Fight and +2 Shoot until end of combat. Warrior receives one wound at end of combat.	C	SPa	Cyb
<b>Vasshi</b> The Vasshi may never be given away once equipped, and its warriors cannot own another Fight or Fight/Shoot weapon. The warriors gains +2 Fight.	U	PBo	Dor
<b>Violator Sword</b> Warriors gains +2 Fight	U	TBa	Bau

### FORTIFICATIONS

Name	Rarity	Artist	Affiliation
<b>Cathedral, The</b> Add to your squad as an action. All of your Brotherhood members gain +2 Armor. You may only have one of this card in play at a time.	U	TBa	Bro
<b>Citadel of Algeroth</b> Play as one action. All of your followers of Algeroth gain +2 Armor. You may only have one of this card in play at a time.	U	SPa	Dor
<b>Citadel of Demnogonis</b> Play as one action. All of your followers of Demnogonis gain +2 Armor. You may only have one of this card in play at a time.	U	SPa	Dor
<b>Citadel of Ilian</b> Play as one action. All of your followers of Ilian gain +2 Armor. You may only have one of this card in play at a time.	U	SPa	Dor
<b>Citadel of Muawijhe</b> Play as one action. All of your followers of Muawijhe gain +2 Armor. You may only have one of this card in play at a time.	U	SPa	Dor
<b>Citadel of Semai</b> Play as one action. All of your followers of Semai gain +2 Armor. You may only have one of this card in play at a time.	U	SPa	Dor
<b>Foxhole</b> Play as one action. Target warriors gains +2 Armor and -2 Fight. The warrior cannot make a fight attack. This card can be given to another warrior as an action.	U	SPa	Gen
<b>Fukido</b> All of your Imperial members gain +2 Armor. You may only have one of this card in play at a time.	U	PBo	Imp





## players guide

Name Description Rarity Artist Affiliation



MALFUNCTION

**Malfunction:** This is another card to max out on. Nothing can strike fear into your forces like an opponent loaded with Equipment. Deny them that technological advantage whenever possible!

- Heimbürg** U SPa Bau  
All of your Bauhaus members gain +2 Armor. You may only have one of this card in play at a time.
- HQ, The** U PBo Cyb  
All of your Cybernetic members gain +2 Armor. You may only have one of this card in play at a time.
- Installation** R PBo Gen  
Give to a warrior as one action. Warrior gains +3 Armor and -3 Fight. The warrior may not make a Fight attack, but it may be attacked by one. Spend one action to give this card to a different warrior.
- Longshore** U TBo Mis  
All of your Mishima members gain +2 Armor. You may only have one of this card in play at a time.
- San Dorado** U PBo Cap  
All of your Capital members gain +2 Armor. You may only have one of this card in play at a time.
- Secret HQ** R SPa Gen  
Play as one action. Gives +1 Armor to all warriors in your Squad or Kohort. Secret HQ cannot be destroyed or otherwise discarded. Your Squad and Kohort may only have one Secret HQ each.
- Spiked Barricade** C PBo Gen  
Give to a warrior as one action. Warrior gains +1 Armor, but cannot make a Fight attack. You may give this card to another warrior as an action.

## MISSIONS

Name	Description	Rarity	Artist	Affiliation
Assassination	Target warrior must kill a healthy warrior of your choice to earn points equal to twice the Value of the killed warrior.	R	SPa	Gen
Clan Infighting	Target warrior must kill an Imperial Doomtrooper to earn twice the normal Value points.	R	PBo	Cap
Dark Kohort	Keep at least one Follower of each of the five Dark Apostles in your Kohort for one full turn to complete the mission and earn 10 Promotion Points.	R	LEd	Dar
Destroy Kohort	Kill a player's last Kohort member in play to complete the mission and earn an additional 5 points.	R	PBo	Gen
Destroy Squad	Kill a player's last Squad member in play to complete the mission and earn an additional 5 points.	R	PBo	Dar
Establish Defensive Perimeter	For every Artillery and Fortification card you bring into play, you earn one Promotion Point.	R	PBo	Gen
Exonerated Ronin	Target warrior must kill a Mishima Doomtrooper to earn twice the normal Value Point.	R	SPa	Mis
Fifteen Minutes of Fame	Target warrior must kill a personality to complete the mission and earn an additional 5 points.	R	SPa	Gen

Name	Description	Rarity	Artist	Affiliation
Flush out the Coward	Target warrior must kill a warrior in cover to complete the mission and earn points equal to twice the victim's Value.	R	PBo	Gen
Fury of the Clansmen	Target clansman must kill a Dark Legion warrior in play to complete the mission and receive either four times its V in Destiny Points or twice its V in Promotion Points.	R	PBo	Mis
Infiltration	Destroy any City, Cathedral in play to complete the mission and receive 6 Promotion Points.	R	TBo	Gen
Inspire the Masses	Give to Cardinal Dominic if the Cathedral is in play. Use 3 actions to complete the mission. All your Doomtroopers are healed and are now immune to Dark Symmetry cards. All Brothers can use all Art cards.	R	PBo	Bro
Internal Affairs Crackdown	Target warrior must kill a Capital Doomtrooper to complete the mission and earn twice the normal Value Points.	R	SPa	Cap
Nephrite Hunt	Target warrior must kill a Nephrite to complete the mission and receive either four times its V in Destiny Points or twice its V in Promotion Points.	R	LEd	Gen
Portal of the Great Conqueror	Assign to a Nephrite of Algeath if a Citadel of Algeath is in your Kohort. Target Nephrite must kill a Brother of V3 or more to complete the mission. If killed, no points are earned, but all warrior in play lose the ability to cast the Art.	R	SPa	Dar
Prove your Valor	Target warrior must kill a warrior with a Value at least twice his own. If target can kill the warrior and survive, it earns points equal to three times the V of the victim.	R	SPa	Gen
Recalled	Target warrior must kill a Cybernetic Doomtrooper to complete the mission and earn twice the normal V.	R	SPa	Cyb
Siege of the Citadel	Kill a warrior protected by a Citadel to earn twice its normal V.	R	LEd	Gen
Scrub the Cardinal	Target warrior must kill a Brotherhood warrior to complete the mission and earn 3 extra Promotion Points. Or, turn a Brotherhood member into a Heretic to earn 10 Promotion Points instead.	R	PBo	Dar
Suicide Mission	The mission is complete when target warrior dies. The warrior's controller earns Promotion Points equal to the warrior's V, and 3 more if the warrior killed another warrior in its final battle.	R	SPa	Gen



## RETRAINING

- Traitor Discovered** R SPa Bau  
Target warrior must kill a Bauhaus Doomtrooper to complete the mission and twice the normal V.
- Well-Rounded Squad** R LEd Gen  
Keep at least one warrior from each of the five Corporations and the Brotherhood in your squad for one full turn to complete the mission and earn 10 Promotion Points.
- Whispers of Heresy** R PBo Bro  
Target warrior must kill a Brotherhood warrior to complete this mission and earn twice the normal V. The killed warrior may not be a personality.

## SPECIAL

Name	Description	Rarity	Artist	Affiliation
Ambush	Play during combat. The defender's attack is resolved first. If the attacker is wounded, the combat is over.	U	PBo	Gen
At Peace with the Art	Play at any time. Target warrior may cast any non-combat Art spell for the remainder of the game. Each time you use this ability, you must spend 2 D.	U	SPa	Bro
Automatic Fire	Play during combat on a warrior using a machine gun. Double the bonus of the weapon for this combat.	U	PBo	Gen

Name	Description	Rarity	Artist	Affiliation
Bamboozled!	Play after a player earns Promotion Points. All Promotion points earned by that player are lost. Add twice the number of Destiny points to your pool.	R	PBo	Gen
Blind Fury	Play during combat on a non-personality warrior. Target warrior may attack any other warrior in play this turn, regardless of affiliation.	U	SPa	Gen
Blood Lust	Play before performing any actions. You may perform an extra attack action this turn.	C	PBo	Gen
Bogged Down	Play on an opponent during your turn. Target player misses his or her next turn. Cannot be played during a two-player game.	R	SPa	Gen
Born with a Silver Spoon	Play after a non-Brotherhood doomtrooper is placed in a squad. Spend 5 D to gain 3 Promotion Points.	U	SPa	Gen
Batched Orders	Play at any time. Discard target mission.	R	PBo	Gen
Changing Empathy	Play as an action. All Brotherhood warriors in your squad may use the Art of Changing.	C	SKo	Bro
Chasm!	Play at any time. Only shoot combats may be made until the beginning of your next turn. This will instantly end a fight attack.	C	SPa	Gen
Chosen	Play at any time. Target warrior may be bestowed with Dam Symmetry gifts from any Apostle.	R	PBo	Dar
Corporate Shenanigans	Play at any time. All players lose half of their Promotion Points (round down) and all of their Destiny Points.	R	PBo	Gen
Corrupt Shield	Play at any time. Target warrior is immune to the effects of Art cards. This card remains with the warrior.	U	PBo	Dar
Cowardice	Play at any time. Unless he or she spends 5 D, all of target player's warriors go into cover, and any warriors already in cover are discarded.	U	SPa	Gen
Dark Visitation	Play at any time. Target warrior is now considered a Heretic of the Dark Legion instead of a Doomtrooper.	U	PBo	Dar
Demoted	Play at any time. Target warrior's Value is permanently reduced by 2. The warrior is discarded if its Value is reduced below 1.	U	SPa	Gen



## REVERSAL OF FORTUNE

- Desperate Measures** R PBo Gen  
Play at any time. All missions in play are discarded.
- Discovered** U PBo Gen  
Play at any time. Target warrior in cover loses the effects of cover.
- Divine Inspiration** R PBo Gen  
Play as three actions. You may search through your collection and put one card into your hand.
- Doomed** U PBo Gen  
Play at any time. Target player loses 3 D at the beginning of his or her Draw step every turn. This card is discarded if the player ever has 0 D at the beginning of his or her Draw step.
- Dull Blade** C PBo Gen  
Play on a fight weapon during combat. Target weapon may not be used until end of turn.
- Dutiful Service** U TBo Mishma  
Play at any time. Target warrior is now considered a member of the Mishima Corporation in addition to any of its current memberships.
- Earthquake** R PBo Gen  
Play at any time. All citadels and cities in play are discarded.
- Efficiency Training** U SPa Gen  
Play as one action. You may exchange equipment among all of your warriors.
- Elemental Empathy** C SKo Bro  
Play as an action. All Brotherhood warriors in your squad may use the Art of Elements.

## Retraining &amp; Reversal of Fortune

Here's a foul combo: with your last action, use Retraining to boost your Promotion points as far as they will go. Go ahead, use up all that destiny. Then watch your Opponent's face as, before his turn, you cast Reversal of Fortune, switching your Destiny pile (What destiny pile?) and his. Youch!



Name Description	Rarity	Artist	Affiliation	Name Description	Rarity	Artist	Affiliation	Name Description	Rarity	Artist	Affiliation
<b>Essence of Clarity</b> Play at any time. All followers of Muowitpe in play must discard all of their Dark Symmetry cards or receive a wound.	R	TBa	Bro	<b>Inspired</b> Play at any time. You may immediately take up to three non-attack actions. These do not count toward your regular limit if played during your turn.	C	PBo	Gen	<b>Powerful Blow</b> Play during combat. Target warrior gains +2 Fight during this combat.	C	PBo	Gen
<b>Essence of Integrity</b> Play at any time. All followers of Semai in play must discard all of their Dark Symmetry cards or receive a wound.	R	TBa	Bro	<b>Insubordination</b> Play at any time. Target warrior loses membership from one organization of your choice. Any points the warrior earns automatically become D.	U	PBo	Cap	<b>Premonition Empathy</b> Play as an action. All Brotherhood warriors in your squad may use the Art of Premonition.	C	SKo	Bro
<b>Essence of Morality</b> Play at any time. Followers of Demnogonis in play must discard all of their Dark Symmetry cards or receive a wound.	R	TBa	Bro	<b>Joy of Victory</b> Play after your attacker survives combat. Add 5 D to your pool and heal your warrior if he was wounded.	C	PBo	Gen	<b>Reinforcements</b> Play during combat. Add one of your warriors to the current combat for each 7 D you spend.	U	LEd	Gen
<b>Essence of Purity</b> Play at any time. All followers of Ilian in play must discard all of their Dark Symmetry cards or receive a wound.	R	TBa	Bro	<b>Kinetic Empathy</b> Play as an action. All Brotherhood warriors in your squad may use the Art of Kinetics.	C	SKo	Bro	<b>Reinstatement</b> Play as one action. Target freelancer is now a member of its home corporation again, and it gains +1 to all scores.	U	SPa	Gen
<b>Essence of Rectitude</b> Play at any time. All Heretics in play must discard all of their Dark Symmetry cards.	R	TBa	Bro	<b>Knighthood</b> Play at any time. Target warrior is now considered a member of the Imperial Corporation in addition to any of its current memberships.	U	TBa	Imp	<b>Repentance</b> Play at any time. All Heretics in play are discarded.	R	SPa	Bro
<b>Essence of Virtue</b> Play at any time. All followers of Algorath in play must discard all of their Dark Symmetry cards or receive a wound.	R	TBa	Bro	<b>Lost Paperwork</b> Play at any time. Target player loses 3 Promotion Points.	U	PBo	Gen	<b>Reputation</b> Play as three actions. Target warrior gains +3 Value. This card remains with the warrior.	R	SPa	Gen
<b>Evasion Training</b> Play as three actions. Target warrior gains +1 Armor for every 2 D spent during combat. This card remains with the warrior.	R	SPa	Geb	<b>Lucky Shot</b> Play during combat. Target warrior gains +2 Shoot during this combat.	C	SPa	Gen	<b>Retraining</b> Play as one action. Your Promotion Points and Destiny Points may be freely exchanged at a ratio of 5 D to 1 P.	U	PBo	Gen
<b>Evasive Action</b> Play during combat. Target warrior gains +2 Armor during this combat.	C	SPa	Gen	<b>Malfunction</b> Play at any time. Discard a piece of equipment of your choice from any warrior.	C	SPa	Gen	<b>Retreat</b> Play during combat. Your warrior withdraws from the battle. Your opponent receives Premonition Points equal to half the Value of your warrior rounded up.	C	LEd	Gen
<b>Exorcism Empathy</b> Play as an action. All Brotherhood warriors in your squad may use the Art of Exorcism.	C	SKo	Bro	<b>Manifest Destiny</b> Play at the beginning of your Draw step. For the rest of the game, you may draw cards during your Draw until you have 10 cards. You must discard at the end of your turn if you have more than 10 cards.	R	SPa	Gen	<b>Revelation</b> Play at any time. Target warrior gains the ability to immediately cast one Art spell.	U	PAJ	Gen



**Personal Anti-Personnel Mines & Mortal Wound:** Want to have your Hussar kill off Alakhai and live to tell about it? Sure, but why bother—this is Doomtrooper! Send your weakest warrior against the biggest baddie on the table loaded with a PA-PM. After the first big boom wounds the beast, wait until combat is over and hit the brute with a Mortal Wound. Just make sure no one beats you to the punch!

## PERSONAL ANTI-PERSONNEL MINES

## MORTAL WOUND

<b>Expedite Request</b> Play during your turn. Search through your draw pile for any one card and add it to your hand. Shuffle your draw pile afterwards.	U	SPa	Gen	<b>Manipulative Empathy</b> Play as an action. All Brotherhood warriors in your squad may use the Art of Manipulation.	C	SKo	Bro	<b>Stigmata</b> Play at any time on a Heretic with at least 1 Dark Symmetry Gift. Target is forever a member of the Dark Legion and may receive any Dark Symmetry Gift from any Dark Apostle at any time at no action cost.	R	TBa	Bro
<b>Fallen from Favor</b> Play at any time. Discard a Dark Symmetry card of your choice from any warrior.	C	PBo	Dor	<b>Martial Training</b> Play as three actions. Target warrior gains +1 Fight for every 2 D spent during combat. This card remains with the warrior.	R	SPa	Gen	<b>Strategic Restructuring</b> Play during your turn, except during combat. Return one of your cards in play to your hand.	U	SPa	Gen
<b>File Transfer</b> Play on any unfulfilled mission of any time. Reassign the mission to any other warrior or player in play.	U	SPa	Gen	<b>Mental Constitution</b> Play at any time. Each target warrior is subject to the effects of a Dark Symmetry or Art card, you may decide whether or not the card affects that warrior.	U	PBo	Gen	<b>Strength of Will</b> Play at any time. Your warriors are not affected by Dark Symmetry cards until the beginning of your next turn.	C	PBo	Gen
<b>Forced March</b> Play at any time. Target player loses one action during his or her next turn.	U	PBo	Gen	<b>Mentalism Empathy</b> Play as an action. All Brotherhood warriors in your squad may use the Art of Mentalism.	C	SKo	Bro	<b>Surprise Attack</b> Play during combat. The attacker's attack is resolved first for the duration of this combat.	U	SPa	Gen
<b>Fortune of War</b> Play at any time. For the rest of the game, you do not need to discard cards if your hand is over 7 cards.	U	PBo	Gen	<b>Miscommunication</b> Play after a special card is played. Counter the effects of a special card just played.	U	PBo	Gen	<b>Surprise Invasion</b> Play as an action. Discard any one fortification in play.	R	PBo	Gen
<b>Framed</b> Play at any time. Target player loses 1 Promotion Point for each 5 D you spend.	U	PBo	Gen	<b>Mystical Training</b> Play as three actions. Target Brother is now able to use all disciplines of the Art. This card remains with the warrior.	R	PBo	Bro	<b>Sworn Vengeance</b> Play after a Mishima warrior is killed in combat. The warrior who killed the Mishima warrior receives one wound. You earn the Value points if this kills the warrior.	U	SPa	Mishma
<b>Gale Force Winds</b> Play at any time. All airships are discarded. This card may be kept in play for 3 D each turn.	R	PBo	Gen	<b>Narrow Escape</b> Play after one of your warriors is killed. Target warrior retains his current status instead of being killed.	U	PBo	Gen	<b>Tactical Advantage</b> Play during combat. You may change this combat's battle tactics.	U	SPa	Gen
<b>Gift of Fate</b> Play during your turn. Retrieve any one card from your discard pile to your hand. You may spend 8 D to retrieve a second card.	U	PBo	Gen	<b>Necromutant Frenzy</b> Play at any time. For the rest of the game, all Necromutants resolve their Fight attacks first.	U	SPa	Dor	<b>Tainted!</b> Target warrior is now a Dark Legion spy. It keeps all Doomtrooper memberships, but it is also considered a Heretic and can have Dark Symmetry Gifts played on it.	R	TBa	Bro
<b>Heavy Fog</b> Play at any time. Only fight combats may be made until the beginning of your next turn. This will instantly end a shoot attack.	C	PBo	Gen	<b>Negative Karma</b> Play at any time. Target player's Destiny pool is emptied.	R	PBo	Gen	<b>Tainted Conjurer</b> Play at any time. For the rest of the game, target Heretic may cast any Art spell, but you must first spend 3 D for each spell.	U	SPa	Dor
<b>Hidden in the Shadows</b> Play at any time. Target warrior gains +3 Armor. Discard this card during your next draw step.	C	PBo	Gen	<b>Noted Efficiency</b> Play at any time. Target warrior is now considered a member of the Cybertronic Corporation in addition to any of its current memberships.	U	TBa	Cyb	<b>Take Aim</b> Play during combat. Target warrior gains +1 Fight and +1 Shoot.	C	PBo	Gen
<b>Honorary Baptism</b> Play at any time. Target warrior is now considered a member of the Brotherhood in addition to any of its current memberships. This does not allow target warrior to cast the Art.	U	TBa	Bro	<b>Out of Ammo</b> Play during combat. Target weapon may not be used during this combat.	C	PBo	Gen	<b>Take Cover</b> Play during combat. Your defending warrior hides cover. Flip it over and give it +2 Armor. The warrior remains in cover after combat.	C	PBo	Gen
<b>Influence</b> Play at any time. Target player loses 1 D for each 1 D you spend.	U	SPa	Gen	<b>Portents of Victory</b> Play after one of your warriors earns Promotion Points. Place 2 D into your pool for each Promotion Points just earned.	U	PBo	Gen	<b>Twist of Fate</b> Play when you have 5 P or more. Flip a coin. If it comes up heads, you gain 20 D. If it comes up tails, you lose 5 P.	U	SPa	Gen
<b>Initiative</b> Play before performing any actions. You may take an extra action this turn. Only one Initiative may be played per turn.	C	PBo	Gen	<b>Positive Karma</b> Play at any time. Add 10 D to your Destiny Pool.	U	PBo	Gen				

Bro Brotherhood  
Bro Brotherhood

Cap Capital  
Cyb Cybertron

Dor Dark Legion  
Gen General

Imp Imperial  
Mish Mishima





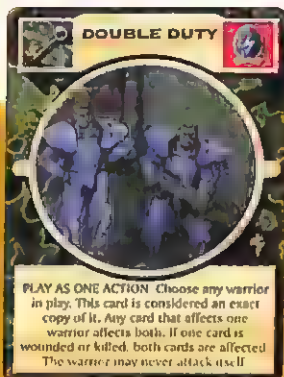
## players guide

Name Rantey Artist Affiliation Fight Shoot Armor Value  
Description

**Undercover Agents** R PBo Gen  
Play as one action. For every 3 D, you may discard one Mission or Special card of your choice.

## WARRIORS

**Agent Nick Michaels** C SPa Gen 4 4 4 4  
Is considered a member of all five corporations, and can never become a Heretic.  
**Airman Trevor Bartholomew** U PBo Imp — 6 8 7  
Can only take part in Shoot combats. Can't seek cover or use equipment, but attacks ignore opponent's fortifications. All Rams Air Cavalry gain +1 to Shoot and Armor



**Double Duty:** Not a "Clone" card, but much better! This card forces any warrior to pull extra duty, and represents the exact same warrior! Since the cards represent the same guy, if you give one a huge weapon, the other one is assumed to have it as well! If you wound one card, the other is wounded too! A very tricky card, and essential to those who know how to use it!

**Alakhai the Cunning** R PBo Dar 9 9 12 12  
Follower and Nephrite of Algerth. Immune to the Art. May have Dark Symmetry cards and Gifts of Alghoth bestowed upon him at any time for no actions. Every 1 D he spends on a Dark Symmetry effect is worth 2 D.

**Arch Inquisitor Nikodemus** R PBo Bro 8 8 8 9  
May use all Art cards and is immune to Dark Symmetry cards. Doomtroopers can't voluntarily seek cover. If wounded, you may spend 1 action and 5 D to heal Nikodemus and wound one of your other Doomtroopers.

**Archangel** C SPa Bro 3 3 3 3  
Can use Changeling and Elements Arts. May be equipped with any non-warrior ship.

**Bauhaus Blitz** C TBo Bau 3 3 3 3

**Big Bob Watts** R PBo Cap 5 8 7 7  
Considered a Free Marine. All of your Free Marines are immune to the effects of Dark Symmetry cards.

**Billy** C SPa Dar 4 4 4 5  
Heretic. May have Dark Symmetry Gifts bestowed on him. For every 5 D, Billy may have one Gift of Apostles bestowed on him.

**Blessed Legionnaire** C LED Dar 2 2 1 3  
Warriors wounded by Blessed Legionnaire are automatically killed.

**Blessed Vestal Laura** U SPa Bro 4 4 4 5  
Considered a Valkyrie. While in play, all Valkyrie warriors may use all Disciplines of the Art and are immune to Dark Symmetry cards.

**Blood Beret** C PBo Imp 4 4 3 4  
Immune to the effects of Dark Symmetry Gifts.

**Cairath** R SPa Dar 8 2 6 6  
Any warrior Cairath wounds is killed, and the warrior is removed from the game.

**Callistion Intruder** U PBo Dar 4 4 6 6  
May heal itself at any time by spending 6 D.

Name Rantey Artist Affiliation Fight Shoot Armor Value  
Description

**Cardinal Dominic** R PBo Bro 10 7 10 10  
May use all aspects of the Art. May only attack the Dark Legion warrior in play with the highest V. Cannot be attacked by Heretics. All warriors he wounds are killed. All Brotherhood members are immune to all Dark Symmetry cards.

**Centurion** U PBo Dar 4 4 4 5  
Immune to the effects of Dark Symmetry Gifts.

**Chasseur** C PBo Cyb 5 2 4 5  
Immune to the effects of Dark Symmetry Gifts.

**ChemiMan** U SPa Cyb 4 4 4 4  
Immune to the effects of Dark Symmetry Gifts. May never cast Art spells. Any warrior wounded by the ChemiMan is automatically killed.

**Child of Ilian** C PAJ Dar 1 3 2 2

**Clansman** C PBo Imp 4 2 3 3  
Gain +1 Fight when attacking Dark Legion warriors.

**Combat Warhead** U SPa Mis 4 4 3 4  
Immune to all Dark Symmetry cards.

**Crenshaw the Mortificator** R PBo Bro 3 7 8 7  
Considered a Mortificator. May conjure all aspects of the Art. Any warriors wounded by Mortificators are automatically killed.

**Cuirassier** C PBo Cyb 4 3 4 4  
Immune to the effects of Dark Symmetry Gifts.

**Curator** U TBo Dar 3 4 3 4  
Cybersecurity MP C SPa Cyb 3 3 4 3  
Immune to the effects of Dark Symmetry Gifts.

**Dragon** C NGU Bau 1 3 5 3

**Edward S. Murdoch** R PBo Imp 7 4 7 7  
Considered a Golden Lion. While in play, all of your Golden Lions are immune to the effects of Dark Symmetry cards.

**Etoiles Mortant** C PBo Bau 4 2 6 4  
May only attack Dark Legion warriors of there are any in play. If there are none, the Etoiles Mortant may attack as normal.

**Ex-Bauhaus Freelancer** C SPa Bau 2 2 4 1  
Points earned by the Freelancer must be used as Destiny Points. The warrior may use Bauhaus cards, but only if 3 D is spent for each card.

**Ex-Capitol Freelancer** C SPa Cap 2 4 2 1  
Points earned by the Freelancer must be used as Destiny Points. The warrior may use Capitol cards, but only if 3 D is spent for each card.

**Ex-Cybertronik Freelancer** C SPa Cyb 2 2 4 1  
Points earned by the Freelancer must be used as Destiny Points. The warrior may use Cybertronik cards, but only if 3 D is spent for each card.

**Ex-Imperial Freelancer** C PBo Imp 4 2 2 1  
Points earned by the Freelancer must be used as Destiny Points. The warrior may use Imperial cards, but only if 3 D is spent for each card.

**Ex-Mishima Freelancer** C SPa Mis 3 3 3 1  
Points earned by the Freelancer must be used as Destiny Points. The warrior may use Mishima cards, but only if 3 D is spent for each card.

**Ezoghoal** R LED Dar 5 8 7 8

**Fay & Klaus** U SPa Cyb 3 3 3 5  
Immune to the effects of Dark Symmetry Gifts. Spend 5 D once to give Fay & Klaus +3 to all scores until the end of combat.

**Free Marine** C PBo Cap 4 6 4 5

**Golden Lion** C SPa Imp 3 3 3 3

**Hotamato** C SPa Mis 4 4 4 4  
Missions given to a Hotamato must be completed before any of your other missions.

**Heretic** C PBo Dar 2 2 2 3  
You bestow Dark Symmetry Gifts on the Heretic.

**Hussar** C LED Bau 2 2 3 2

**Immaculate Fury** R PBo Dar 5 12 7 8

**Infantry** C PBo Cap 2 3 2 2

**Inquisitor** C PBo Bro 4 4 4 4  
May use Arts of Exorcism and Mentalism.

**Inquisitor Majoris** R PBo Bro 7 7 7 8  
May conjure all disciplines of the Art.

**Keeper of the Art** R PBo Bro 3 3 5 4  
May conjure all disciplines of the Art. All personal combat spells are considered combat spells when cast by the Keeper. Every 10 spent on a spell effect is worth 20.

**Lane Chung** U SPa Cap 3 6 4 4  
You must announce intention to attack with Lane one turn in advance.

**Legionnaire of Semail** C PBo Dar 1 2 3 2

**Machinor** C SPa Cyb 3 3 3 3  
Immune to the effects of Dark Symmetry Gifts. May never cast Art spells.

**Marion Banseha** C SPa Cap 1 5 3 3

**Max Steiner** R PBo Bau 4 7 9 8  
Considered a Venusan Ranger. While in play, all of your Venusan Rangers are immune to the effects of Dark Symmetry cards.

**Mitch Hunter** R PBo Cap 4 7 7 7  
Considered an Infantry Warrior. While in play, all of your Infantry are immune to the effects of Dark Symmetry cards.

**Mortificator** C SPa Bro 3 3 3 3  
May conjure Arts of Kinetics and Manipulation. May attack any warrior in play, regardless of affiliation.

**Mysic** U SPa Bro 4 4 4 5  
May conjure all Disciplines of the Art.

**Necro-Mutant** C PBo Dar 4 4 4 4

**Nephrite of Algeroth** R PBo Dar 11 5 6 8  
Immune to the Art.

Name Rantey Artist Affiliation Fight Shoot Armor Value  
Description

**Nephrite of Demnogonis** R SPa Dar 4 5 2 5  
Every 1 D it spends on a Dark Symmetry effect counts as 2 D. If wounded, the Nephrite can heal itself by spending 7 D.

**Nephrite of Ilian** R SPa Dar 8 5 4 7  
Immune to the Art. A warrior wounded in Fight combat by the Nephrite is automatically killed.

**Nephrite of Muuwihe** R SPa Dar 6 8 3 7  
Immune to the Art. Warriors wounded by the Nephrite are killed. If the Nephrite kills a warrior, place a Screaming Legion from your collection into your Kohort.

**Nephrite of Semail** R SPa Dar 5 4 5 6  
Immune to the Art. Warriors wounded by the Nephrite are killed. If the Nephrite kills a warrior, place a Legionnaire of Semail from your collection into your Kohort.

**Pam Afion** U SPa Cap 2 5 4 4  
If you have Lane Chung in play, Lane doesn't need to "boost" before attacking.

**Pretorian Stalker** R PBo Dar 12 3 8 7  
Immune to the Art. May not use Dark Symmetry cards. If you have 2 or more Pretorian Stalkers in your Kohort, add +2 to their Fight and Shoot when either is in combat.

**Rams Air Cavalry** U PBo Imp — 4 6 5  
Can only take part in shoot combats. Can't seek cover or use equipment, but attacks ignore opponent's fortifications.

**Razide** R PBo Dar 9 2 7 7

**Revisor** C SPa Bro 3 3 3 3  
May conjure the Arts of Manipulation and Mentalism.

**Rogue** U SPa Imp 5 3 4 4  
You may not add the Rogue to your squad if you have other Imperial Warriors in play.

**Sacred Warrior** C SPa Bro 3 3 3 3  
May conjure the Arts of Premonition and Exorcism.

**Samurai** C SPa Mis 3 3 3 3

**Screaming Legionnaire** C PBo Dar 3 2 1 3  
Each of your Screaming Legionnaires causes an additional +1 damage if any of your warriors invokes the Dark Symmetry Wind of Insanity.

**Sea Lion** C LED Cap 3 4 4 4

**Sean Gallagher** R PBo Imp 10 3 8 8  
Considered a Clansman. If you attack with Gallagher, you must attack a Dark Legion warrior if possible. While in play, all of your Clansmen warriors are immune to the effects of Dark Symmetry cards.

**Sergeant McBride** U PBo Imp 5 5 4 5  
Considered a Blood Beret. While in play, all Blood Berets except McBride gain +1 to Fight and Shoot.

**Suicide Warhead** U SPa Mis 10 0 0 3  
Immune to all Dark Symmetry cards. May not use equipment. If Suicide Warhead becomes wounded, it is killed.

**Sunset Striker** C PBo Cap 3 3 3 3

**Tatsu** R PBo Mis 6 6 7 7  
Considered a Samurai. While in play, all of your Samurai are immune to the effects of Dark Symmetry cards.

**Templar** U DKO Dar 4 7 5 6

**Trencher** C PBo Imp 3 2 2 3  
May spend three actions to dig a Foxhole. Place a Foxhole card from your collection with this warrior.

**Twitcher** C SPa Cyb 2 2 2 2  
If equipped with Ticker, the Twitcher gains an additional +1 to Fight and Strength. Twitcher is not wounded by the Ticker.

**Undead Legionnaire** C PBo Dar 3 1 2 2

**Valerie Duval** R PBo Bau 8 4 8 8  
Considered a member of the Etoiles Mortant. While in play, all of your Etoiles Mortant are immune to the effects of Dark Symmetry cards.

**Valkyrie** C SPa Bro 3 3 3 3  
May conjure the Arts of Changeling and Premonition.

**Venusan Ranger** C PBo Bau 4 3 4 4  
Immune to the effects of Dark Symmetry Gifts.

**Wolfbane Light Cavalry** U PBo Imp 5 4 4 5  
The Cavalry's opponents suffer a -3 to Armor unless protected by a fortification, in which case their Armor is at +3.

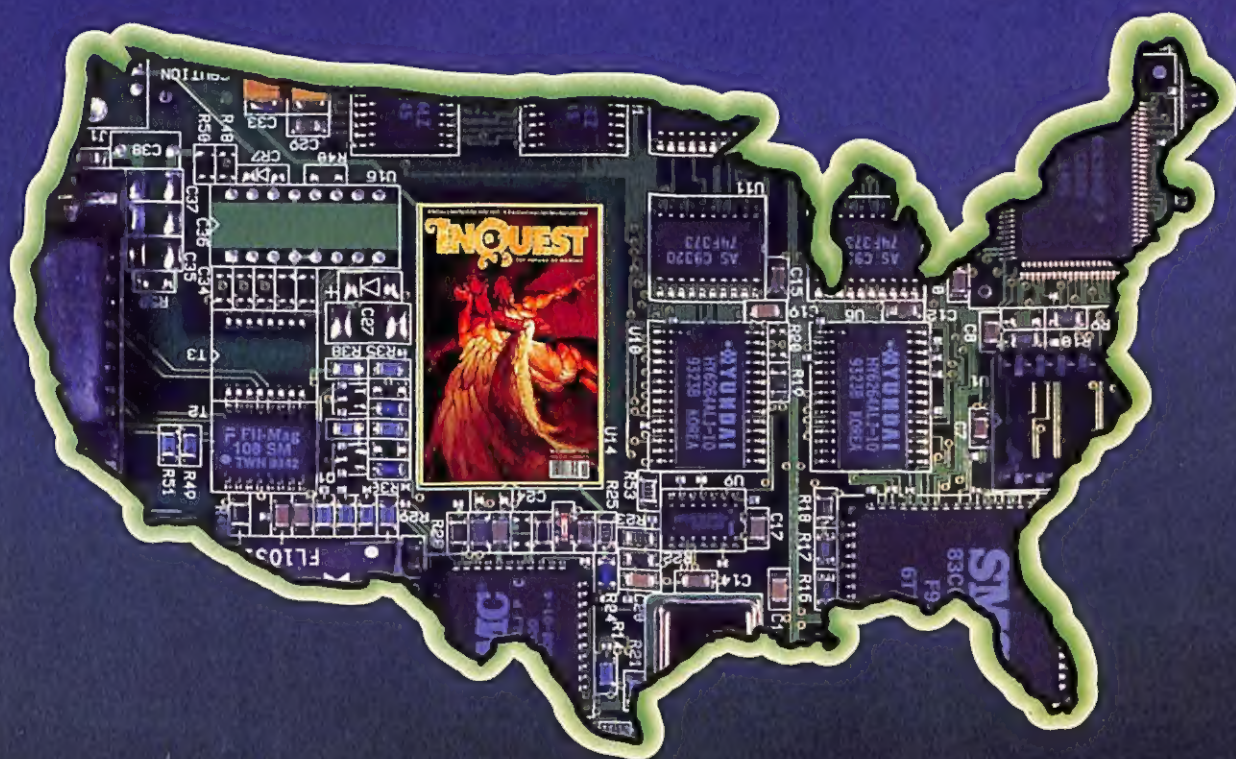
**Yojimbo** R PBo Mis 7 5 7 7  
Considered a Hotamato. While in play, all of your Hotamato are immune to the effects of Dark Symmetry cards.

**Young Guard** C PBo Imp 2 4 3 3  
May never voluntarily seek cover, and do not gain benefits of fortifications.

**Zenithian Soulslayer** U PBo Dar 7 2 6 6



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# Oh, The Humanity!

By Rick Swan

It was sardine time at this year's Gen Con Game Fair, held last August in Milwaukee's MECCA Convention Center. How packed was it? A security guard put the attendance at about 20,000. A game distributor said it was closer to 30,000. A guy waiting in line for the bathroom with his knees squeezed together said it seemed like a quarter million.

In any event, finding a few square feet of empty space was about as easy as finding a dry toilet seat. If you were there, you know what I mean. If you weren't, here's a taste of what you missed.

**Games I Didn't Play.** *Star Trek Jeopardy* was too hard. *Klingon Scrabble* was too scary. I liked the idea of the Fuzzy Heroes Tag Team Invitational, but you had to supply your own stuffed animals, and I'd left mine at home. The miniature games were as impressive as always, but ungodly complicated. One of them, a World War II Pacific Theater simulation, consisted of hundreds of tiny battleships and submarines deployed on a hex map the size of my living room, a team of eight players on each end, and a moderator in the middle tracking the action on a computer. I asked the moderator how long it took to finish. He looked at me like I was nuts. "Finish? Who said we ever finish?"

**Things Man Was Not Meant to Consume But Did Anyway.** Multicolored intergalactic gummy worms, courtesy of Chaosium.

19th-century pretzels from the cafeteria. Blue juice in a paper cup, served by a Romulan.

**See It to Believe It.** A 400-pound bald guy stuffed into a Starfleet uniform. Darth Vader holding an ice cream cone, whining, "Somebody get me a napkin!" A gray-haired gent with an arrow through his head, carrying a butterfly net filled with Twizzlers. A pathetic dweeb pestering Catwoman to whack him with her whip. (OK, that was me.)

**Why I Was Crankier Than Usual.** I was in pain. First, I had a toothache, aggravated by the Chaosium gummy worms. Then, when I was crossing Wisconsin Avenue, a pickup came barreling around the corner and flung a rocking horse off the back that clobbered me in the head. And in the exhibit hall, I wrenched my neck leering at all the models wearing Kleenex bikinis.

**How Company Representatives Responded When You Asked About a Game You Knew Was Bombing.** "The distributors won't touch anything but *Magic*." "People who like it really like it." "We got great reviews." "Wait till the second edition." "We'll be making a big push after *Magic* dies down."

**How the Gods Conspired to Humiliate Half the Human Race...** Some company was passing out cheesy plastic Viking helmets, complete with inflatable horns, to whoever would take them. Fellas, I guarantee this is not the way to impress the opposite sex. This was confirmed at the *UFO* workshop, where I overheard a would-be Viking trying to explain his acquisition to his exasperated girlfriend: "I know it looks stupid. But it was free!"

**...Me Included.** On the last night of the convention, Wolf Baur (mastermind of the forthcoming *Magic* roleplaying game) invited me to the Wizards of the Coast party in the executive ballroom of the Regency Hotel. I couldn't have been more tickled. I'd be able to meet Richard Garfield. I'd be able to hobnob with industry big shots. And best of all, I'd be able to gorge on free food and eat myself into a coma.

I arrived promptly at 9:30 and made a beeline to the smorgasbord. I was loading up on taco chips, carrot sticks, and cheese cubes when a slice of greasy pizza flopped off my plate, slid down my leg, and landed face-down on my shoe. "Gosh darn it!" I yelped. (Actually, my choice of expletive was a little more, er, colorful.) Behind me, I heard a harumph. Not just any old harumph, but a harumph of utter disgust. There, rolling his eyes, was none other than Engineer Scott, *Star Trek* deity James Doohan. I mumbled an apology and slunk off into the darkness.

And that's how I ended my convention adventure: cowering in the corner, scarfing cheese cubes, and wishing for somebody to beam me the hell out of town.

*Rick Swan has since gotten his tooth fixed and his shoe cleaned, but has yet to get cat-whipped.*



■ Whew! What's that fishy smell?





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